

# Rute Users Tutorial and Exposition

## Version 0.8.8

For purchasing and support, visit <http://www.icon.co.za/~psheer>

<http://rute.sourceforge.net/>  
<http://rute.sourceforge.net/rute.pdf>  
<http://rute.sourceforge.net/rute.ps.gz>  
<http://rute.sourceforge.net/rute.dvi.gz>  
<http://rute.sourceforge.net/rute-HTML.zip>  
<http://rute.sourceforge.net/rute-HTML.tar.gz>

Copyright © 2000, 2001

Paul Sheer

April 9, 2001

---

# Copying

This license dictates the conditions under which you may copy, modify and distribute this work. Email the author for purchasing information.

## TERMS AND CONDITIONS

1. This work may not be reproduced in hard copy except for personal use. Further, it may not be reproduced in hard copy for training material, nor for commercial gain, nor for public or organisation-wide distribution. Further, it may not be reproduced in hard copy except where the intended reader of the hard copy initiates the process of converting the work to hard copy.
2. The work may not be modified except by a generic format translation utility, as may be appropriate for viewing the work using an alternative electronic media. Such a modified version of the work must clearly credit the author, display this license, and include all copyright notices. Such a modified version of the work must clearly state the means by which it was translated, as well as where an original copy may be obtained.
3. Verbatim copies of the work may be redistributed through any electronic media. Modified versions of the work as per 2. above may be redistributed same, provided that they can reasonably be said to include, albeit in translated form, all the original source files.
4. The work is not distributed to promote any product, computer program or operating system. Even if otherwise cited, all of the opinions expressed in the work are exclusively those of the author. The author withdraws any implication that any statement made within this work can be justified, verified or corroborated.

## NO WARRANTY

5. THE COPYRIGHT HOLDER(S) PROVIDE NO WARRANTY FOR THE ACCURACY OR COMPLETENESS OF THIS WORK, OR TO THE FUNCTIONALITY OF THE EXAMPLE PROGRAMS OR DATA CONTAINED THEREIN, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE.
6. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE WORK AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE WORK (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

## END OF TERMS AND CONDITIONS

—

## TRANSLATING INTO OTHER LANGUAGES

Several people have requested that they may be permitted to make translations into other languages. If you are interested in translating Rute, please contact the author. You will be sent several chapters in source form for you to translate. These will then be reviewed. Should your translation be acceptable, an agreement will be drawn up which will outline your commitments and remuneration to the project. Note that translation work will be ongoing, since Rute is continually being added to and improved.

---

psheer@icon.co.za  
+27 21 761-7224

Linux

Linux development — cryptography  
installations — support — training

---

# Changes

- 0.8.8 (9 Apr 2001) Apache chapter mostly complete. Advanced scripting chapter added. NFS chapter added. Section on binary, octal and hex added. Lots of corrections, additions and examples.
- 0.8.7 (14 Mar 2001) Package verification section added. Security chapter ammended. Preinstalled doc chap updated.
- 0.8.6 (19 Feb 2001) Unix security chapter. Comments assimilated.
- 0.8.5 /etc/aliases expl added under exim chapter. exim command-line ops.
- 0.8.4 Lecture Schedule added. More indexing done. Comments assimilated. Thanks to all those that contributed. Please reitereate comments that were not fulfilled.
- 0.8.3 Ethernet interface aliasing.
- 0.8.2 2000-10-21 Inetd/xinetd chapter added. FAQ updated.
- 0.8.1 Init and mgetty chapter added. Faxing sections added.
- 0.8.0 Kernel Source chapter added
- 0.7.0 LPI and RHCE summaries added
- 0.6.0
- 0.5.0
- 0.4.0
- 0.3.0 First public release

# Contents

<b>1</b>	<b>Introduction</b>	<b>1</b>
1.1	Read this first . . . . .	1
1.2	About this text . . . . .	1
1.3	Is this stuff for beginners? . . . . .	1
1.4	I get very frustrated . . . . .	2
1.5	LPI and RHCE . . . . .	2
1.6	Not RedHat: RedHat-like . . . . .	2
<b>2</b>	<b>Computing Sub-basics</b>	<b>3</b>
2.1	Binary, octal, decimal and hexadecimal . . . . .	3
2.2	Files . . . . .	4
2.3	Commands . . . . .	5
2.4	Logging in . . . . .	5
2.5	Listing and creating files . . . . .	6
2.6	Command line editing keys . . . . .	6
2.7	Creating files . . . . .	7
2.8	Allowable characters for filenames . . . . .	7
2.9	Directories . . . . .	7
<b>3</b>	<b>PC Hardware</b>	<b>9</b>
3.1	Motherboard . . . . .	9
3.2	CMOS . . . . .	11
<b>4</b>	<b>Basic Commands</b>	<b>13</b>
4.1	The <code>ls</code> command . . . . .	13
4.2	Error messages . . . . .	13
4.3	Wildcards . . . . .	16
4.4	Usage summaries . . . . .	19
4.5	Manipulating directories . . . . .	20

4.6	<i>Relative</i> vs. <i>absolute</i> pathnames . . . . .	21
4.7	System manual pages . . . . .	21
4.8	System info pages . . . . .	21
4.9	Some basic commands . . . . .	22
4.10	Some fun multimedia commands . . . . .	24
4.11	Terminating commands . . . . .	24
4.12	Compressed files . . . . .	25
4.13	Searching for files . . . . .	25
4.14	Searching within files . . . . .	26
4.15	Copying to MS floppies . . . . .	26
4.16	Archives and backups . . . . .	27
4.17	The PATH . . . . .	28
<b>5</b>	<b>Regular Expressions</b>	<b>29</b>
5.1	Basic regular expression . . . . .	29
5.2	The fgrep command . . . . .	30
5.3	\{ \} notation . . . . .	30
5.4	+ ? \< \> ( )   notation . . . . .	31
5.5	Regular expression sub-expressions . . . . .	31
<b>6</b>	<b>Editing Text Files</b>	<b>33</b>
6.1	vi . . . . .	33
6.2	Syntax highlighting . . . . .	35
6.3	Editors . . . . .	36
6.3.1	Cooledit . . . . .	36
6.3.2	vi and vim . . . . .	36
6.3.3	Emacs . . . . .	36
6.3.4	Other editors . . . . .	37
<b>7</b>	<b>Shell Scripting</b>	<b>39</b>
7.1	Introduction . . . . .	39
7.2	Looping — while and until . . . . .	40
7.3	Looping — for statement . . . . .	40
7.4	break and continue . . . . .	42
7.5	Looping over glob expressions . . . . .	42
7.6	The case statement . . . . .	43
7.7	Using functions — function keyword . . . . .	43
7.8	Command line args — shift keyword . . . . .	44

7.9	Command line args — \$@ and \$0 . . . . .	45
7.10	Single forward quote notation . . . . .	46
7.11	Double quote notation . . . . .	46
7.12	Backward quote substitution . . . . .	46
<b>8</b>	<b>Streams and sed — the stream editor</b>	<b>49</b>
8.1	Introduction . . . . .	49
8.2	Tutorial . . . . .	49
8.3	Piping using   notation . . . . .	50
8.4	A complex piping example . . . . .	50
8.5	Redirecting streams with >& . . . . .	50
8.6	Using sed to edit streams . . . . .	51
8.7	Regular expression sub-expressions . . . . .	52
<b>9</b>	<b>Processes and environment variables</b>	<b>55</b>
9.1	Introduction . . . . .	55
9.2	Tutorial . . . . .	55
9.2.1	Controlling jobs . . . . .	56
9.2.2	kill <sub>ing</sub> a process, sending a process a signal . . . . .	57
9.2.3	List of comman signals . . . . .	58
9.2.4	niceness . . . . .	59
9.2.5	top . . . . .	60
9.2.6	Environment's of processes . . . . .	61
<b>10</b>	<b>Mail</b>	<b>67</b>
10.1	Sending and reading mail . . . . .	68
10.2	The SMTP protocol . . . . .	68
<b>11</b>	<b>User accounts and ownerships</b>	<b>71</b>
11.1	Users and Groups . . . . .	71
11.2	File ownerships . . . . .	71
11.3	The password file /etc/passwd . . . . .	71
11.4	The shadow password file /etc/shadow . . . . .	72
11.5	The groups file /etc/group . . . . .	73
11.6	Manually creating a user account . . . . .	74
11.7	Automatically creating a user account . . . . .	74
11.8	User logins . . . . .	75

<b>12 Using Internet Services</b>	<b>79</b>
12.1 telnet and rlogin . . . . .	79
12.2 FTP . . . . .	79
12.3 finger . . . . .	80
12.4 Sending files by email . . . . .	80
<b>13 LINUX resources</b>	<b>83</b>
13.1 FTP sites and the sunsite mirror . . . . .	83
13.2 HTTP — web sites . . . . .	84
13.3 Mailing lists . . . . .	84
13.4 Newsgroups . . . . .	85
13.5 RFC's . . . . .	86
<b>14 Permission and Modification Times</b>	<b>87</b>
14.1 Permissions . . . . .	87
14.2 Modification times . . . . .	89
<b>15 Symbolic and Hard Links</b>	<b>91</b>
15.1 Soft links . . . . .	91
15.2 Hard links . . . . .	92
<b>16 Pre-installed Documentation</b>	<b>93</b>
<b>17 UNIX Directory Layout</b>	<b>97</b>
<b>18 UNIX devices</b>	<b>101</b>
18.1 Device files . . . . .	101
18.2 Block and character devices . . . . .	102
18.3 <i>Major</i> and <i>Minor</i> device numbers . . . . .	102
18.4 Miscellaneous devices . . . . .	102
18.5 dd, tar and tricks . . . . .	105
18.6 Creating devices . . . . .	107
<b>19 Partitioning, formatting and mounting</b>	<b>109</b>
19.1 The structure of a physical disk . . . . .	109
19.2 Partitioning . . . . .	110
19.3 Formatting devices . . . . .	114
19.4 mounting stuff . . . . .	116
19.5 Repairing file-systems . . . . .	117
19.6 Boot failure on fsck . . . . .	118



19.7 Automatic mounting with <code>/etc/fstab</code> . . . . .	118
19.8 RAM and loopback . . . . .	119
<b>20 Advanced Shell Scripting</b> . . . . .	<b>121</b>
20.1 Lists of commands . . . . .	121
20.2 Special parameters: <code>\$?</code> , <code>\$*</code> etc. . . . .	121
20.3 Expansion . . . . .	122
20.4 Built-in commands . . . . .	123
20.5 Trapping signals — the <code>trap</code> command . . . . .	125
20.6 Internal settings — the <code>set</code> command . . . . .	126
20.7 Useful scripts . . . . .	126
20.7.1 <code>if</code> conditionals . . . . .	126
20.7.2 Internet connectivity test . . . . .	127
20.7.3 Recursive <code>grep</code> (search) . . . . .	127
20.7.4 Recursive search and replace . . . . .	127
20.7.5 <code>cut</code> and <code>awk</code> . . . . .	128
20.7.6 Calculations with <code>bc</code> . . . . .	129
20.7.7 Converting graphics . . . . .	129
20.7.8 Persistent background processes . . . . .	129
20.7.9 Processing the process list . . . . .	130
20.8 Shell initialisation . . . . .	131
20.8.1 Custom <code>PATH</code> , <code>LD_LIBRARY_PATH</code> . . . . .	131
20.9 File locking . . . . .	132
20.9.1 Locking a mailbox file . . . . .	132
20.9.2 Locking over NFS . . . . .	134
20.9.3 Directory versus File locking . . . . .	134
20.9.4 Locking inside C programs . . . . .	134
<b>21 Print Server</b> . . . . .	<b>135</b>
21.1 Using <code>lpr</code> . . . . .	135
21.2 Downloading and installing . . . . .	135
21.3 LPRng vs. legacy <code>lpr-0.mm</code> . . . . .	136
21.4 Package elements . . . . .	136
21.5 The <code>printcap</code> file in detail . . . . .	139
21.6 The print filter . . . . .	139
21.7 Access control . . . . .	141
21.8 Troubleshooting . . . . .	141
21.9 Useful programs . . . . .	142

21.10	Printing to things besides printers . . . . .	142
<b>22</b>	<b>Trivial introduction to C</b>	<b>145</b>
22.1	C fundamentals . . . . .	145
22.1.1	The simplest C program . . . . .	145
22.1.2	Variables and types . . . . .	146
22.1.3	Functions . . . . .	147
22.1.4	for, while, if and switch statements . . . . .	148
22.1.5	Strings, arrays and memory allocation . . . . .	149
22.1.6	String operations . . . . .	151
22.1.7	File operations . . . . .	152
22.1.8	Reading command-line arguments inside C programs . . . . .	153
22.1.9	A more complicated example . . . . .	153
22.1.10	#include and prototypes . . . . .	154
22.1.11	C comments . . . . .	155
22.1.12	#define and #if — C macros . . . . .	156
22.2	C Libraries . . . . .	156
22.3	C projects — Makefiles . . . . .	158
<b>23</b>	<b>Shared libraries</b>	<b>161</b>
23.1	What is a DLL? . . . . .	161
23.2	Creating DLL .so files . . . . .	161
23.3	DLL versioning . . . . .	162
23.4	Installing DLL .so files . . . . .	162
<b>24</b>	<b>Source and Binary Packages</b>	<b>165</b>
24.1	Building GNU source packages . . . . .	165
24.2	Binary packages . . . . .	167
24.3	Source packages . . . . .	172
<b>25</b>	<b>Introduction to IP</b>	<b>173</b>
25.1	Internet Communication . . . . .	173
25.2	Special IP Addresses . . . . .	174
25.3	Network Masks and Addresses . . . . .	174
25.4	Computers on a LAN . . . . .	175
25.5	Configuring Interfaces . . . . .	175
25.6	Configuring Routing . . . . .	176
25.7	Configuring startup scripts . . . . .	177
25.8	Interface aliasing . . . . .	179

25.9 Diagnostic utilities . . . . .	179
25.9.1 ping . . . . .	179
25.9.2 traceroute . . . . .	180
25.9.3 tcpdump . . . . .	180
<b>26 TCP and UDP . . . . .</b>	<b>183</b>
26.1 The TCP header . . . . .	184
26.2 A sample TCP session . . . . .	184
26.3 UDP . . . . .	186
26.4 /etc/services file . . . . .	187
26.5 Encrypted/forwarded TCP . . . . .	188
<b>27 DNS and Name Resolution . . . . .</b>	<b>191</b>
27.1 Top Level Domains (TLD's) . . . . .	191
27.2 Name resolution . . . . .	193
27.3 Configuration . . . . .	194
27.4 Reverse lookups . . . . .	196
27.5 <i>Authoritative</i> for a domain . . . . .	197
27.6 host, ping and whois . . . . .	197
27.7 The nslookup command . . . . .	198
27.7.1 NS, MX, PTR, A and CNAME . . . . .	198
27.8 The dig command . . . . .	199
<b>28 NFS . . . . .</b>	<b>201</b>
28.1 Software . . . . .	201
28.2 Configuration example . . . . .	202
28.3 Access permissions . . . . .	203
28.4 Security . . . . .	203
28.5 Kernel NFS . . . . .	204
<b>29 Services Running Under inetd . . . . .</b>	<b>205</b>
29.1 The inetd package . . . . .	205
29.2 Invoking services using /etc/inetd.conf . . . . .	205
29.3 Various service explanations . . . . .	207
29.4 The xinetd alternative . . . . .	208
29.5 Security . . . . .	209

<b>30</b>	<b>exim and sendmail</b>	<b>211</b>
30.1	Why exim? . . . . .	211
30.2	exim package contents . . . . .	211
30.3	exim configuration file . . . . .	212
30.4	Full blown mailserver . . . . .	215
30.5	Shell commands . . . . .	216
30.6	The queue . . . . .	217
30.7	/etc/aliases for equivalent addresses . . . . .	217
30.8	RBL, combating spam . . . . .	218
30.8.1	What is <i>spam</i> ? . . . . .	218
30.8.2	Basic spam prevention . . . . .	219
30.8.3	Realtime Blocking List . . . . .	219
30.8.4	Mail administrator and user responsibilities . . . . .	220
<b>31</b>	<b>lilo, initrd and Booting</b>	<b>221</b>
31.1	Usage . . . . .	221
31.2	Theory . . . . .	221
31.3	lilo.conf and the lilo command . . . . .	222
31.4	Creating boot floppy disks . . . . .	224
31.5	SCSI and initrd . . . . .	224
<b>32</b>	<b>init, ?getty and bootup</b>	<b>227</b>
32.1	init . . . . .	227
32.2	/etc/inittab . . . . .	228
32.3	Useful runlevels . . . . .	229
32.4	getty invocation . . . . .	230
32.5	Bootup summary . . . . .	230
32.6	mgetty, faxes, modem logins . . . . .	231
<b>33</b>	<b>Sending Faxes</b>	<b>235</b>
33.1	Fax through printing . . . . .	235
<b>34</b>	<b>uucp and uux</b>	<b>239</b>
34.1	Command-line operation . . . . .	239
<b>35</b>	<b>The LINUX Filesystem Standard</b>	<b>241</b>
35.1	Introduction . . . . .	243
35.1.1	Status of the Standard . . . . .	243
35.1.2	Organization of the Standard . . . . .	243

35.1.3	Conventions . . . . .	243
35.1.4	Background of the FHS . . . . .	243
35.1.5	Scope . . . . .	244
35.1.6	General Guidelines . . . . .	244
35.1.7	Intended Audience . . . . .	244
35.1.8	Conformance with this Document . . . . .	245
35.2	The Filesystem . . . . .	245
35.3	The Root Directory . . . . .	246
35.3.1	/bin: Essential user command binaries (for use by all users) . . . . .	248
35.3.2	Required files for /bin: . . . . .	248
35.3.3	/boot: Static files of the boot loader . . . . .	248
35.3.4	/dev: Device files . . . . .	249
35.3.5	/etc: Host-specific system configuration . . . . .	249
35.3.6	Required files for /etc: . . . . .	249
35.3.7	/home: User home directories (optional) . . . . .	250
35.3.8	/lib: Essential shared libraries and kernel modules . . . . .	250
35.3.9	/mnt: Mount point for temporarily mounted filesystems . . . . .	250
35.3.10	/opt: Add-on application software packages . . . . .	251
35.3.11	/root: Home directory for the root user (optional) . . . . .	251
35.3.12	/sbin: System binaries (binaries once kept in /etc) . . . . .	251
35.3.13	Required files for /sbin: . . . . .	252
35.3.14	/tmp: Temporary files . . . . .	252
35.4	The /usr Hierarchy . . . . .	252
35.4.1	/usr/X11R6: X Window System, Version 11 Release 6 . . . . .	253
35.4.2	/usr/bin: Most user commands . . . . .	253
35.4.3	/usr/include: Directory for standard include files. . . . .	254
35.4.4	/usr/lib: Libraries for programming and packages . . . . .	254
35.4.5	/usr/local: Local hierarchy . . . . .	254
35.4.6	/usr/sbin: Non-essential standard system binaries . . . . .	255
35.4.7	/usr/share: Architecture-independent data . . . . .	255
35.4.8	Recommended files for /usr/share/dict: . . . . .	255
35.4.9	/usr/src: Source code . . . . .	258
35.5	The /var Hierarchy . . . . .	258
35.5.1	/var/account: Process accounting logs (if supported) . . . . .	259
35.5.2	/var/cache: Application cache data . . . . .	259
35.5.3	/var/crash: System crash dumps (if supported) . . . . .	260
35.5.4	/var/games: Variable game data . . . . .	261

35.5.5	/var/lib: Variable state information . . . . .	261
35.5.6	/var/lock: Lock files . . . . .	262
35.5.7	/var/log: Log files and directories . . . . .	262
35.5.8	/var/mail: User mailbox files . . . . .	262
35.5.9	/var/opt: Variable data for /opt . . . . .	262
35.5.10	/var/run: Run-time variable data . . . . .	263
35.5.11	/var/spool: Application spool data . . . . .	263
35.5.12	/var/tmp: Temporary files preserved between system reboots . . . . .	264
35.5.13	/var/yp: Network Information Service (NIS) database files . . . . .	264
35.6	Operating System Specific Annex . . . . .	264
35.6.1	Linux . . . . .	264
35.6.2	Optional files for /sbin: . . . . .	265
35.7	Appendix . . . . .	266
35.7.1	The FHS mailing list . . . . .	266
35.7.2	Acknowledgments . . . . .	266
35.7.3	Contributors . . . . .	267
<b>36</b>	<b>httpd — Apache Web Server</b>	<b>269</b>
36.1	Web server basics . . . . .	269
36.2	Installing and configuring Apache . . . . .	272
36.2.1	Sample httpd.conf . . . . .	272
36.2.2	Common directives . . . . .	273
36.2.3	User HTML directories . . . . .	275
36.2.4	Aliasing . . . . .	276
36.2.5	Fancy indexes . . . . .	276
36.2.6	Encoding and language negotiation . . . . .	277
36.2.7	Server-side includes . . . . .	277
<b>37</b>	<b>crond and atd</b>	<b>279</b>
37.1	/etc/crontab configuration file . . . . .	279
37.2	The at command . . . . .	280
<b>38</b>	<b>postgres SQL server</b>	<b>283</b>
38.1	SQL . . . . .	283
38.2	postgres . . . . .	283
38.3	postgres package content . . . . .	284
38.4	Installing and initialising postgres . . . . .	284
38.5	Querying your database with psql . . . . .	285

38.6	An introduction to SQL . . . . .	286
<b>39</b>	<b>smbd — Samba NT Server</b>	<b>291</b>
<b>40</b>	<b>named — Domain Name Server</b>	<b>293</b>
40.1	Configuring named for dialup use . . . . .	299
40.2	Secondary or slave DNS servers . . . . .	301
<b>41</b>	<b>PPP</b>	<b>303</b>
41.1	Basic Dialup . . . . .	303
41.1.1	Determining your chat script . . . . .	304
41.1.2	CHAP and PAP . . . . .	305
41.1.3	Running pppd . . . . .	305
41.2	Dial on demand . . . . .	306
41.3	Dynamic DNS . . . . .	308
41.4	Using tcpdump to watch your connection . . . . .	309
41.5	Using ISDN instead of Modems . . . . .	309
<b>42</b>	<b>Kernel, devices</b>	<b>311</b>
42.1	Kernel constitution . . . . .	311
42.2	Kernel versioning . . . . .	312
42.3	Modules . . . . .	312
42.4	IRQ, IO and DMA . . . . .	313
42.5	Module options . . . . .	314
42.6	Configuring . . . . .	316
42.7	More boot options . . . . .	323
42.8	Building the kernel . . . . .	323
42.8.1	Unpacking and patching . . . . .	324
42.8.2	Configuring . . . . .	324
42.9	Using RedHat's existing kernel source tree . . . . .	325
42.10	Building, installing . . . . .	325
<b>43</b>	<b>X</b>	<b>327</b>
43.1	The X protocol . . . . .	327
43.2	Widget libraries and desktops . . . . .	331
43.2.1	Background . . . . .	331
43.2.2	Qt . . . . .	331
43.2.3	Gtk . . . . .	332
43.2.4	GNUSTep . . . . .	332

43.3	Using XFree86 . . . . .	332
43.4	The X distribution . . . . .	334
43.5	X documentation . . . . .	334
43.6	Configuring X . . . . .	334
43.7	Window managers . . . . .	335
43.8	Login screen . . . . .	336
<b>44</b>	<b>Unix Security</b>	<b>337</b>
44.1	Common attacks . . . . .	337
44.1.1	Buffer overflow attacks . . . . .	337
44.1.2	Setuid programs . . . . .	339
44.1.3	Network client programs . . . . .	339
44.1.4	/tmp file vulnerability . . . . .	339
44.1.5	Permission problems . . . . .	339
44.1.6	Environment variables . . . . .	340
44.1.7	Password sniffing . . . . .	340
44.1.8	Denial of service attacks . . . . .	340
44.2	Other types of attack . . . . .	340
44.3	Counter measures . . . . .	340
44.4	Important reading . . . . .	345
44.5	Security Quick-Quiz . . . . .	345
44.6	Soap . . . . .	346
<b>45</b>	<b>Case Example A</b>	<b>347</b>
45.1	University Pharmacy Lab . . . . .	347
45.2	Spec and quote . . . . .	348
45.3	Dealing with Universities . . . . .	348
45.4	Networking 8 Machines . . . . .	349
45.5	Installation and configuration of LINUX . . . . .	349
45.6	Writing of the low level ADC driver . . . . .	350
45.7	Writing of a graphical interface . . . . .	351
45.8	Specifications . . . . .	351
<b>46</b>	<b>Case Example B</b>	<b>353</b>
46.1	Overall Configuration . . . . .	353
46.2	setuid scripts and security . . . . .	354
46.3	Custom rxvt for Progress . . . . .	355
46.4	Mail server . . . . .	356



<b>47 Corporate Frequently Asked Questions</b>	<b>357</b>
47.1 Linux Overview	357
47.1.1 What is Linux?	357
47.1.2 What are Unix systems used for? What can Linux do?	358
47.1.3 What other platforms does it run on including the PC?	358
47.1.4 What is meant by GNU/Linux as opposed to Linux?	359
47.1.5 What web pages should I look at?	359
47.1.6 What are Debian, RedHat, Caldera and Suse etc. Explain the different Linux distributions?	360
47.1.7 Who developed Linux?	363
47.1.8 Why should I not use Linux?	367
47.2 Linux, GNU and Licensing	367
47.2.1 What is Linux's license?	367
47.2.2 What is GNU?	368
47.2.3 Why is GNU software better than proprietary software?	368
47.2.4 Explain the restrictions of Linux's 'free' GNU General Public (GPL) software license.	369
47.2.5 If Linux is free, where do companies have the right to make money off selling CD's?	369
47.2.6 What if Linus Torvalds decided to change the copyright on the kernel? Could he sell out to a company?	369
47.2.7 What if Linus Torvalds stopped supporting Linux? What if kernel development split?	370
47.2.8 What is Open Source vs Free vs Shareware?	370
47.3 Linux Distributions	370
47.3.1 If everyone is constantly modifying the source, isn't this bad for the consumer? How is the user protected from bogus software?	370
47.3.2 There are so many different Linux versions - is this not confusion and incompatibility?	371
47.3.3 Will a program from one Linux Distribution run on another? How compatible are the different distributions?	371
47.3.4 What is the best distribution to use?	371
47.3.5 Where do I get Linux?	372
47.3.6 How do I install Linux?	372
47.4 Linux Support	373
47.4.1 Where does a person get Linux support? My bought software is supported - how does Linux compete?	373
47.4.2 Should I buy a reference book for Linux? Where do I get one?	373
47.4.3 What companies support Linux in South Africa?	373
47.4.4 What mailing lists can I subscribe to in South Africa?	374
47.5 Linux Compared to Other Systems	374
47.5.1 What is the most popular Unix in the world?	374
47.5.2 How many Linux systems are there out there?	374




47.5.3	What is the TOTAL cost of installing and running NT compared to a Linux system? . . . . .	374
47.5.4	What is the TOTAL cost of installing and running a Linux system compared to a proprietary Unix system? . . . . .	375
47.5.5	How does Linux compare to other operating systems in performance? . . . . .	375
47.5.6	What about SMP and a journalling file-system? Is Linux enterprise ready? . . . . .	376
47.5.7	Does Linux only support 2 Gig of memory and 128 Meg of swap? . . . . .	376
47.5.8	Is UNIX not antiquated? Is its security model not outdated? . . . . .	376
47.5.9	What is C2 certification? Windows NT has it, why doesn't Linux have it? . . . . .	377
47.5.10	What are claimed to be the principle differences between Unix and NT that make Unix advocates against NT? . . . . .	378
47.5.11	What do Linux users say when they compare SCOs Unix to Linux? Should I upgrade to Linux from SCOs Unix? . . . . .	379
47.5.12	What do Linux users say when they compare Solaris/SunOS to Linux? Should I switch to Linux? . . . . .	379
47.5.13	How does FreeBSD compare to Linux? . . . . .	379
47.5.14	Should I switch to Linux from IRIX? . . . . .	380
47.6	Technical . . . . .	380
47.6.1	Are Linux CD's readable from Win95/98/00 ? . . . . .	380
47.6.2	Can I run Linux and Win95/98/00 on the same machine? . . . . .	380
47.6.3	How much space do I need to install Linux? . . . . .	380
47.6.4	What are the hardware requirements? . . . . .	381
47.6.5	What hardware is supported? Will my sound/graphics/network card work? . . . . .	381
47.6.6	Can I view my Win95/98/00/NT, DOS, etc. files under Linux? . . . . .	381
47.6.7	Can I run DOS programs under Linux? . . . . .	381
47.6.8	Can I recompile Win95/98/00 programs under Linux? . . . . .	381
47.6.9	Can I run Win95/98/00 programs under Linux? . . . . .	382
47.6.10	I have heard that Linux does not suffer from virus attacks. Is it true that there is no threat of viruses with Unix systems? . . . . .	382
47.6.11	Is Linux as secure as other servers? . . . . .	382
47.7	Software . . . . .	383
47.7.1	What office suites are there for Linux? . . . . .	383
47.7.2	What is the best way to do professional typesetting on Linux? . . . . .	383
47.7.3	What is the X Window System? Is there a graphical user interface for Unix? . . . . .	384
47.7.4	What is Gtk? . . . . .	384
47.7.5	What is Gnome? . . . . .	385
47.7.6	What is Qt? . . . . .	385
47.7.7	What is KDE? . . . . .	385
47.7.8	What is Gimp? . . . . .	385

47.7.9 What media players, image viewers, mail/irc/news clients, and web browsers are available for Linux? . . . . .	385
47.7.10 Can I use Visual Basic (VB) under Linux? What Unix alternatives are there? . . . . .	386
47.7.11 Can I run Active Server Pages under Linux? . . . . .	386
47.7.12 Can I develop with Java under Linux? . . . . .	386
47.7.13 How do I develop platform independent programs under Linux? . . . . .	387
47.7.14 Can I develop using C/C++ under Linux? . . . . .	387
47.7.15 What Integrated Development Environments (IDE's) are available for Linux? How do I develop my own applications? . . . . .	387
47.7.16 What other development languages are available for Linux? What is typically being used? . .	387
47.7.17 Are there SQL servers available for Linux? Are there free SQL servers? . . . . .	388
47.7.18 Is there a SWAN (Secure Wide Area Network) available for Linux? . . . . .	388
47.8 Microsoft Issues . . . . .	388
47.8.1 What is the story with Microsoft being ruled a monopoly? . . . . .	388
47.8.2 What is the story with W2K? Is it stable? . . . . .	390
<b>A Lecture Schedule</b>	<b>391</b>
A.1 Hardware requirements . . . . .	391
A.2 Student selection . . . . .	391
A.3 Lecture Style . . . . .	392
<b>B LPI Certification</b>	<b>395</b>
<b>C RHCE Certification</b>	<b>405</b>
<b>D GPL License</b>	<b>411</b>
<b>E ADC Server Daemon</b>	<b>417</b>
<b>F Data Graphing Application</b>	<b>423</b>



# Chapter 1

## Introduction

This book covers GNU  / LINUX  system administration, for popular distributions like RedHat and Debian , as a tutorial for new users and a reference for advanced administrators. It aims to give concise, thorough explanations and practical examples of each aspect of a UNIX system. Anyone who wants a comprehensive text on (what is commercially called) “LINUX” can look no further — there is little that is not covered here.







### 1.1 Read this first





This book should be read from beginning to end, in consecutive order. It is also packed with demonstrative examples which can be practised as you read.

### 1.2 About this text

Chapter 16 contains a fairly comprehensive list of all reference documentation available on your system. This book aims to supplement this material with a tutorial that is both comprehensive and independent of any previous UNIX knowledge.

You are reading a *dependency-consistent* tutorial document. This means that it should be read from beginning to end in consecutive order.


It also aims to satisfy the requirements for course notes for a GNU  / LINUX  training course. Here in South Africa  I wrote with South African users in mind, and hence give links to South African resources and examples derived from a South African context. I hope to keep the identity of the text in this way. Of course this does not detract from the applicability of the text in other countries. , I use the initial chapters as part of a 36 hour GNU  / LINUX  training course given in 12 lessons. The details of the layout for this course is given in Chapter A.

Note that all “LINUX ” systems are really composed mostly of GNU  software, but from now on I will refer to the GNU  system as “LINUX ” in the way almost everyone (incorrectly) does.

### 1.3 Is this stuff for beginners? How can I learn *advanced* administration?

On UNIX, anyone who can read system documentation can set up any service. It really isn't necessary to be *taught* how to set up an Internet services like Web, mail, FTP, SQL etc. and there are few specialised books on such individual subjects that are recommended.

If you don't know where to find the documentation for these packages on your file system, or they don't make sense to you when you read them, then you should probably refresh with a second read.

Creativity and ingenuity are requirements for being a UNIX administrator. They are your own responsibility. Never before has everything you ever needed to do anything been available in a single compendium — this is GNU . How do I \_\_\_\_? There is one answer: it is already on your computer, waiting for you to read it.

## 1.4 I get very frustrated with UNIX documentation that I don't understand

**Any system reference will require you to read it at least three times before you get a reasonable picture of what to do.** If you need to read it more than three times, then there is probably some other information that you really should be reading first. If you are only reading a document once, then you are being too impatient with yourself.

It is very important to identify the exact terms that you fail to understand in a document. Always try to back-trace to the precise word before you continue.

I find it usually cheaper and faster to read a document three times than to pay someone to train me, then try not to be lazy.

Its also probably not a good idea to learn new things according to deadlines. Your UNIX knowledge should evolve by grace and fascination, rather than pressure. On the other hand, always be willing to learn something new.

## 1.5 Linux Professionals Institute (LPI) and RedHat Certified Engineer (RHCE) requirements

The difference in being able to pass an exam, and actually do something useful, is of course huge.

The LPI and RHCE are two certifications that will give you an introduction to Linux. This book covers *far* more than both these two certifications in most places, but occasionally leaves out minor items as an exercise. It certainly covers in excess of what you need to know to pass both these certifications.

The LPI requirements are given in Chapter B, with cross-referencing to the relevant pages; likewise the RHCE in Chapter C.

These two certifications are merely introductions to UNIX. They do not expect a user to write nifty shell scripts to do tricky things, or understand the subtle or advanced features of many standard services, let alone expect a wide overview of the enormous numbers of non-standard and very useful applications out there. To be blunt: you can pass these courses and still be considered quite incapable by the standards of companies that do *system integration*. \System integration is my own term. It refers to the act of getting LINUX to do non-basic functions, like writing complex shell scripts; setting up wide area dialup networks; creating custom distributions; or interfacing database, web and email services together.^\ In fact, these certifications make no reference to computer programming whatsoever.

## 1.6 Not RedHat: RedHat-like

Throughout this book I refer to “RedHat” and “Debian<sup>®</sup>” specific examples. What I actually mean by this are systems that use `.rpm` (redHat package manager) packages as opposed to systems that use `.deb` (debian) packages — there are lots of both. This just means that there is no reason to avoid using a distribution like Mandrake, which is `.rpm` based, and possibly viewed by many as being better than RedHat.

In short, brand names no longer have any meaning in the Free software community.

## Chapter 2

# Computing Sub-basics

This chapter explains some basics that most computer users of any sort will already be familiar with. If you are new to UNIX however, you may want to gloss over the commonly used key bindings for reference.

The best way of thinking about how a computer stores and manages information is to ask yourself how *you* would. Most often the way a computer works is exactly the way one would expect it to if you were inventing it for the first time. The only limitation on this are those imposed by logical feasibility and imagination, but most anything else is allowed.

### 2.1 Binary, octal, decimal and hexadecimal

When you first learned to count, you did so with 10 digits, and hence ordinary numbers (like telephone numbers) are called “base ten” numbers. Postal codes that include letters *and* digits are called “base 36” numbers because of the addition of 26 letters onto the usual 10 digits. The simplest base possible is “base two” using only two digits: 0 and 1. Now a 7 digit telephone number has  $\underbrace{10 \times 10 \times 10 \times 10 \times 10 \times 10 \times 10}_{7 \text{ digits}} = 10^7 = 10000000$  possible combinations.

A postal code with four characters has  $36^4 = 1679616$  possible combinations. However an 8 digit binary number only has  $2^8 = 256$  possible combinations.

Since the internal representation of numbers within a computer is binary, and since it is rather tedious to convert between decimal and binary, computer scientists have come up with new bases to represent numbers: these are “base sixteen” and “base eight” known as *hexadecimal* and *octal* respectively. Hexadecimal numbers use the digits 0 through 9 and the letters A through F, while octal numbers use only the digits 0 through 7. Hexadecimal is often abbreviated as *hex*.

Now consider a 4 digit binary number. It has  $2^4 = 16$  possible combinations and can therefore be easily represented by one of the sixteen hex digits. A 3 digit binary number has  $2^3 = 8$  possible combinations and can thus be represented by a single octal digit. Hence a binary number can be represented with hex or octal digits without having to do much calculation, as follows:

Binary	Hexadecimal	Binary	Octal
0000	0	000	0
0001	1	001	1
0010	2	010	2
0011	3	011	3
0100	4	100	4
0101	5	101	5
0110	6	110	6
0111	7	111	7
1000	8		
1001	9		
1010	A		
1011	B		
1100	C		
1101	D		
1110	E		
1111	F		

A binary number 01001011 can be represented in hex as 4B and in octal as 113. This is done simply by separating the binary digits into groups of four or three respectively.

In UNIX administration, and also in many programming languages, there is often the ambiguity of whether a number is in fact a hex, decimal or octal number. For instance a hex number 56 is 01010110, but an octal number 56 is 101110, while a decimal number 56 is 111000 (computed through a more tedious calculation). To distinguish between them, hex numbers are often prefixed with the characters “0x”, while octal numbers are prefixed with a “0”. If the first digit is 1 through 9, then it is probably a decimal number that is being referred to. We would then write 0x56 for hex, and 056 for octal. Another representation is to append the letter “H”, “D”, “O” or “B” (or “h”, “d”, “o”, “b”) to the number to indicate its base.

UNIX makes heavy use of 8, 16 and 32 digit binary numbers, often representing them as 2, 4 and 8 digit hex numbers. You should get used to seeing numbers like 0xffff (or FFFFh) which in decimal is 65535 and in binary is 1111111111111111.

## 2.2 Files

Common to every computer system invented is the *file*. A file holds a single contiguous block of data. Any kind of data can be stored in a file and there is no data that cannot be stored in a file. Furthermore, there is no kind of data that is stored anywhere else except in files. A file holds data of the same type, for instance a single picture will be stored in one file. During production, this book had each chapter stored in a file. It is uncommon for different types of data (say text and pictures) to be stored together in the same file because it is inconvenient. A computer will typically contain about 10000 files that have a great many purposes. Each file will have its own name. The file name on a LINUX or UNIX machine can be up to 256 characters long and may almost any character.

The file name is usually explanatory — you might call a letter you wrote to your friend something like `Mary_Jones.letter` (from now on, whenever you see the typewriter font `\A style of print: here is typewrite font.`, it means that those are words that might be read off the screen of the computer). The name you choose has no meaning to the computer, and could just as well be any other combination of letters or digits, however you will refer to that data with that file name whenever you give an instruction to the computer regarding that data, hence *you* would like it to be descriptive. It is important to internalise the fact that computers do not have an interpretation for anything. A computer operates with a set of interdependent logical rules. *Interdependent* means that the rules have no apex, in the sense that computers have no fixed or single way of working; for example, the reason a computer has files at all is because computer *programmers* have decided that this is the most universal and convenient way of storing data, and if you think about it, it really is.





The data in each file is merely a long list of numbers. The *size* of the file is just the length of the list of numbers. Each number is called a *byte*. Each byte contains 8 *bits*. Each bit is either a one or a zero and therefore, once again, there are  $\underbrace{2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2 \times 2}_{8 \text{ bits}} = \underbrace{256}_{1 \text{ byte}}$  possible combinations. Hence a byte can only hold a number as


large as this. There is no type of data which cannot be represented as a list of bytes. Bytes are sometimes also called *octets*. Your letter to Mary will be *encoded* into bytes in order to be stored on the computer. We all know that a television picture is just a sequence of dots on the screen that scan from left to right — it is in this way that a picture might be represented in a file: i.e. as a sequence of bytes where each byte is interpreted as a level of brightness; 0 for black, and 255 for white. For your letter, the convention is to store an A as 65 a B as 66 and so on. Each punctuation character also has a numerical equivalent.

## 2.3 Commands

The second thing common to every computer system invented is the *command*. You tell the computer what to do with single words — one at a time — typed into the computer. Modern computers appear to have done away the typing in of commands by having beautiful graphical displays that work with a mouse, but, fundamentally, all that is happening is that commands are being secretly typed in for you. Using commands is still the only way to have complete power over the computer. You don't really know anything about a computer until you get to grips with the commands it uses. Using a computer will very much involve typing in a word, pressing the enter key, and then waiting for the computer screen to spit something back at you. Most commands are typed in to do something useful to a file.

## 2.4 Logging in and changing your password

Turn on your LINUX  box. You will then see the *login prompt*. A *prompt* is one or more characters displayed on the screen that you are expected to type something in after. Here this may state the name of the computer (each computer has a name — typically consisting of about eight lowercase letters) and then the word `login:`. LINUX  machines now come with a graphical desktop by default (most of the time), so you might get a pretty graphical login with the same effect. Now you should type your *login name* — a sequence of about eight lower case letters that would have been assigned to you by your computer administrator — and then press the 'Enter' (or 'Return') key. A *password prompt* will appear after which you should type your password. Your password *may* be the same as your *login name*. Note that your password will not be shown on the screen as you type it, but will be invisible. After typing your password, press the 'Enter' or 'Return' key again. The screen might show some message and prompt you for a login again — in this case you have probably typed something incorrectly and should give it another try. From now on, you will be expected to know that the 'Enter' or 'Return' key should be pressed at the end of every line you type in, analogous to the mechanical typewriter. You will also be expected to know that human error is very common — when you type something incorrectly the computer will give an error message, and you should try again until you get it right. It is very uncommon for a person to understand computer concepts after a first reading, or to get commands to work on the first try.

Now that you have logged in, you will see a *shell prompt* — a *shell* is place where you are able to type commands. *prompt*. This is where you will spend most of your time as a system administrator , but it needn't look as bland as you see now. Your first exercise is to change your password. Type the command `passwd`. You will then be asked for a new password and then asked to confirm that password. The password you choose consist of letters, numbers and punctuation — you will see later on why this security measure is a good idea. Take good note of your password for the next time you log in. Then you will arrive back in the shell. The password you have chosen will take effect immediately, replacing the previous password that you used to log in. The password command might also have given some message indicating what effect it actually had. You may not understand the message, but you should try to get an idea of whether the connotation was positive or negative.

When you are using a computer, it is useful to imagine yourself as *being* in different places *within* the computer, rather than just typing commands into it. After you entered the `passwd` command, you were no longer *in* the shell, but moved *into* the password *place*. You could not use the shell until you had moved *out* of the `passwd` command.

## 2.5 Listing and creating files

Type in the command `ls`. `ls` is short for *list*, abbreviated to two letters like most other UNIX commands. `ls` will list all your current files. You may find that `ls` does nothing, but just returns you back to the shell. This would be because you have no files just yet. Most UNIX commands do *not* give any kind of message unless something went wrong (the `passwd` command above was an exception). If there were files, you would see their names listed rather blandly in columns with no indication of what they are for.

## 2.6 Command line editing keys

The following keys are useful for editing the command line. Note that UNIX has had a long and twisted evolution from the mainframe, and the **Home**, **End** etc. keys may not work properly. The following keys bindings are however common throughout many LINUX applications:

**Ctrl-a** Move to the beginning of the line (**Home**).

**Ctrl-e** Move to the end of the line (**End**).

**Ctrl-h** Erase backwards (back space).

**Ctrl-d** Erase forwards (**Delete**).

**Ctrl-f** Move forward one character (right arrow).

**Ctrl-b** Move backward one character (left arrow).

**Alt-f** Move forward one word.

**Alt-b** Move backward one word.

**Alt-Ctrl-f** Erase forward one word.

**Alt-Ctrl-b** Erase backward one word.

**Ctrl-p** Previous command (up arrow).

**Ctrl-n** Next command (down arrow).

Note the prefixes **Alt**, **Ctrl** and **Shift** indicate to hold the key down through the pressing and releasing of the letter key. These are known as *key modifiers*. Note also, that the **Ctrl** key is always case insensitive; hence **Ctrl-A** and **Ctrl-a** are identical. The **Alt** key is in fact a short way of pressing and releasing **Esc** before entering the key combination; hence **Esc** then **f** is the same as **Alt-f** — UNIX is different to other operating systems' use of **Esc**. The **Alt** modifier is not case insensitive although some applications will make a special effort to respond insensitively. The **Alt** key is also sometimes referred to as the **Meta** key. All of these keys are sometimes referred to by their abbreviations: for example **C-a** for **Ctrl-a**, or **M-f** for **Meta-f** and **Alt-f**.

Your command-line keeps a history of all the commands you have typed in. **Ctrl-p** and **Ctrl-n** will cycle through previous commands entered. New users seem to gain tremendous satisfaction from typing in lengthy commands over and over. *Never* type in anything more than once — use your command history instead.

**Ctrl-r** will allow you to search your command history. Hitting **Ctrl-r** in the middle of a search will find the next match while **Ctrl-s** will revert to the previous match.

The **Tab** command is tremendously useful for saving key strokes. Typing a partial directory name, file name or command, and then pressing **Tab** once or twice in sequence will complete the word for you without you having to type it all in full.

## 2.7 Creating files

There are many ways of creating a file. Type `cat > Mary_Jones.letter` and then type out a few lines of text. You will use this file in later examples. The `cat` command is used here to write from the keyboard into a file `Mary_Jones.letter`. At the end of the last line, press Enter one more time and then press Ctrl-D. Now, if you type `ls` again, you will see the file `Mary_Jones.letter` listed with any other files. Type `cat Mary_Jones.letter` **without** the `>`. You will see that the command `cat` writes the contents of a file to the screen, allowing you to view your letter. It should match exactly what you typed in.

## 2.8 Allowable characters for filenames

Although UNIX filenames can contain almost any character, standards dictate that only the following characters are preferred in filenames:

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s	t	u	v	w	x	y	z
0	1	2	3	4	5	6	7	8	9	.	_	-													

Hence never use other punctuation characters, brackets or control characters to name files. Also, never use the space or tab character in a filename.

## 2.9 Directories

Before we mentioned that a system may typically contain 10000 files. It would be combersome if you were to see all 10000 of them whenever you typed `ls`, hence files are placed in different “cabinets” so that files of the same type get placed together and can be easily isolated from other files. For instance your letter above might go in a seperate “cabinet” with other letters. A “cabinet” in computer terms is actually called a directory. This is the third commonality between all computer systems: all files go in one or other directory. To get an idea of how this works, type the command `mkdir letters` where `mkdir` stands for *make directory*. Now type `ls`. This will show the file `Mary_Jones.letter` as well as a new file `letters`. The file `letters` is not really a file at all, but the name of a directory in which a number of other files can be placed. To go *into* the directory `letters` you can type `cd letters` where `cd` stands for *change directory*. Since the directory is newly created, you would not expect it to contain any files, and typing `ls` will verify this by not listing anything. You can now create a file using the `cat` command as you did before (try this). To go back into the original directory that you were in you can use the command `cd ..` where the `..` has a special meaning of taking you out of the current directory. Type `ls` again to verify that you have actually gone *up* a directory.

It is however bothersome that one cannot tell the difference between files and directories. The way to do this is with the `ls -l` command. `-l` stands for *long* format. If you enter this command you will see a lot of details about the files that may not yet be comprehensible to you. The three things you can watch for are the filename on the far right, the file size (i.e. the number of bytes that the file contains) in the fifth column from the left, and the file type on the far left. The file type is a string of letters of which you will only be interested in one: the

character on the far left is either a `-` or a `d`. A `-` indicates a regular file, and a `d` indicates a directory. The command `ls -l Mary_Jones.letter` will list only the single file `Mary_Jones.letter` and is useful for finding out the size of a single file.

In fact, there is no limitation on how many directories you can create within each other. In what follows, you will get a glimpse of the layout of all the directories on the computer.

Type the command `cd /` where the `/` has the special meaning to go to the top most directory on the computer called the *root* directory. Now type `ls -l`. The listing may be quite long and may go off the top of the screen — in this case try `ls -l | less` (then use `PgUp` and `PgDn`, and press `q` when done). You will see that most, if not all, are directories. You can now practice moving around the system with the `cd` command, not forgetting that `cd ..` takes you up and `cd /` takes you to the root directory.

*At any time you can type `pwd` (present working directory) to show you the directory you are currently in.*

When you have finished, log out of the computer using the `logout` command.

## Chapter 3

# PC Hardware

This will explain a little about PC hardware. Anyone that has built their own PC, are has experience configuring devices on Windows can probably skip this section. It is added purely for completeness. This chapter actually comes under the subject of *Microcomputer Organisation*, i.e. how your machine is internally structured.

### 3.1 Motherboard

Inside your machine you will find a single large circuit board called the *motherboard*. It gets powered by a humming power-supply, and has connector leads to the keyboard and other, *peripherals devices* \\_Anything that is not the motherboard, not the power supply and not purely mechanical.\\_.

The motherboard contains several large microchips chips on it and many small ones. The important ones are:

**RAM** *Random Access Memory* or just *memory*. The memory is a single linear sequence of bytes that get erased when there is no power. It contains sequences of simple coded *instructions* of 1 to several bytes in length, that do things like: add this number to that; move this number to this device; go to another part of RAM to get other instructions; copy this part of RAM to this other part etc. When your machine has “64 megs” (64 MegaBytes) it means it has  $64 \times 1024 \times 1024$  bytes of RAM. Locations within that space then called *memory address's*, so that saying “memory address 1000” means the 1000<sup>th</sup> byte in memory.

**ROM** A small part of RAM does not reset when the computer switches off. It is called *ROM, Read Only Memory*. It is factory fixed and usually never changes through the life of a PC, hence the name. It overlaps the area of RAM close to the end of the first megabyte of memory, so that area of RAM is not physically usable. ROM contains instructions to start up the PC and access certain peripherals.

**CPU** Stands for *Central Processing Unit*. It is the thing that is called 80486, 80586, Pentium or whatever. On startup, it *jumps* to memory address 1040475 (0xFE05B) and starts reading instructions. The first instructions it gets are actually to fetch more instructions from disk, and give a `Boot failure` message to the screen if it finds nothing useful. The CPU requires a timer to drive it. The timer operates at a high speed of hundreds of millions of ticks per second (Hertz), and causes the machine to be named, for example, a “400MHz” (400 MegaHertz) machine. The MHz of the machine is roughly proportional to the number of instructions it can process from RAM per second.

**IO-ports** Stands for *Input Output* ports. This is a block of RAM that sits in parallel to the normal RAM. There are 65536 IO ports, hence IO is small compared to RAM. IO-ports are used to write to peripherals. When the CPU writes a byte to IO-port 632 (0x278), it is actually sending out a byte through your parallel port. Most IO-ports are not used. There is no specific IO-port chip though.

Other things on the motherboard are:

**ISA slots** ISA (*eye-sah*) is a shape of socket for plugging in peripheral devices like modem cards and sound cards. Each card expects to be talked to via an IO-port (or several consecutive IO-ports). What IO-port the card uses is sometimes configured by the manufacturer, and other times is selectable on the card using jumpers \Little pin bridges that you can pull off with your fingers.\ or switches on the card. Other times still, it can be set by the CPU using a system called *Plug and Pray* \This means that you plug the device in, then beckon your favourite diety for spiritual assistance. Actually, some people complained that this might be taken seriously — no, its a joke: the real term is Plug 'n Play\ or *PnP*. The cards also sometimes need to signal the CPU to indicate that it is ready to send or receive more bytes through an IO-port. They do this through one of 16 connectors inside the ISA slot called *Interrupt Request lines* or IRQ lines (or sometimes just *Interrupts*), numbered 0 through 15. Like IO-ports, the IRQ your card uses is sometimes also jumper selectable, sometimes not. If you unplug an old ISA card, you can often see the actual copper thread that goes from the IRQ jumper to the edge connector. Finally, ISA cards can also access memory through one of eight *Direct Memory Access Channels* or *DMA Channels*, which are also possibly selectable by jumpers. Not all cards use DMA however.

In summary there are three things that the peripheral and the CPU need to cooperate on: The IO Port, the IRQ, and the DMA. **If any two cards clash by using either the same IO-port, IRQ number or DMA channel then they won't work (at worst your machine will crash \Come to a halt and stop responding.\).**

**"8 bit" ISA slots** Old motherboards have shorter ISA slots. You will notice yours is a double slot (called "16 bit" ISA) with a gap between them. The larger slot can still take an older "8 bit" ISA card: like many modem cards.

**PCI slots** PCI (*pee-see-eye*) slots are like ISA, but are a new standard aimed at high performance peripherals like networking cards and graphics cards. They also use an IRQ, IO-port and possibly a DMA channel. These however are automatically configured by the CPU as a part of the PCI standard, hence there will rarely be jumpers on the card.

**AGP slots** AGP slots are even higher performance slots for *Accelerated Graphics Processors*. In other words, cards that do 3D graphics for games.

**Serial ports** A serial port connection may come straight off your motherboard to a socket on your case. There are usually two of these. They may drive an external modem, and some kinds of mice and printers. Serial is a simple and cheap way to connect a machine where relatively slow (less than 10 kilobytes per second) data transfer speeds are needed. Serial ports have their own "ISA card" built into the motherboard that uses IO-port 0x3F8–0x3FF and IRQ 4 for the first serial port (also called COM1 under DOS/Windows) and IO-port 0x2F8–0x2FF and IRQ 3 for COM2.

**Parallel port** Normally only your printer would plug in here. Parallel ports are however extremely fast (being able to transfer 50 kilobytes per second), and hence many types of parallel port devices are available (like CDROM drives that plug into a parallel port). Parallel port cables however can only be a few meters in length before you start getting transmission errors. The parallel port uses IO-port 0x378–0x37A and IRQ 7. A second parallel port usually would use 0x278–0x27A and not use an IRQ at all.

**USB port** The *Universal Serial Bus* aims to allow any type of hardware to plug into one plug. The idea is that one day all serial and parallel ports will be scrapped in favour of a single USB socket that all external peripherals will daisy chain from.

**IDE ribbon** The IDE ribbon plugs into your hard disk drive or C: drive on Windows/DOS and also into your CDROM drive (sometimes called an IDE CDROM). The IDE cable actually attaches to its own PCI card internal to the motherboard. There are two IDE connectors that use IO-ports 0xF000–0xF007 and 0xF008–0xF00F, and IRQ 14 and 15 respectively. Most IDE CDROM's are also ATAPI CDROM's. ATAPI is a standard (similar to SCSI, below) that allows many different kinds of devices to plug into an IDE ribbon cable. You get special floppy drives, tape drives and other devices that plug into the same ribbon. They will all be called ATAPI- (this or that).

**SCSI ribbon** Another ribbon may be present coming out of a card (called the SCSI host adaptor or SCSI card) or your motherboard. Home PC's will rarely have this, since these are expensive and used mostly for high end servers. SCSI cables are more densely wired than an IDE cable. They will also end in a disk drive, tape drive, CDROM, or some other device. SCSI cables are not allowed to just-be-plugged-in: they have to be connected end on end with the last device connected in a special way called *SCSI termination*. More on this on page 321.

## 3.2 CMOS

The "CMOS" stands for *Complementary Metal Oxide Semiconductor*, which has to do with the technology used to store setup information through power downs. It is a small application built into ROM. You can start it instead of your operating system by pressing F2 or Del (or something else) just after you switch your machine on. There will usually be a message `Press <key> to enter setup.` to explain this. Inside you will be able to change your machine's configuration. CMOS programs are different for each motherboard.

Inside the CMOS, you will be able to enable or disabled builtin devices (like your mice and serial ports); set your machine's "hardware clock" (so that your machine has the correct time and date); and select the boot sequence (whether to load the operating system off the hard-drive or CDROM — which you will need for installing LINUX from a bootable CDROM). You will also be able to configure your hard drive. You should always select Harddrive auto-detection whenever installing a new machine, or adding/removing disks. Different CMOS's will have different ways of doing this, so browse through all the menus to see what your CMOS can do.

The CMOS is important when it comes to configuring certain devices built into the motherboard. Modern CMOS's allow you set the IO-Ports and IRQ numbers that you would like particular devices to use. For instance you can make your CMOS switch COM1 with COM2, or use an IO-Port for your parallel port that is non-standard. When it comes to getting such devices to work under LINUX, you will often have to power down your machine to see what the CMOS has to say about that device. More on this in Chapter 42.





## Chapter 4

# Basic Commands

*All of UNIX is case sensitive. A command with even a single letter's capitalisation altered, is considered to be a completely different command. The same goes for files, directories, configuration file formats and the syntax all native programming languages.*

### 4.1 The `ls` command, hidden files, command-line options

In addition to directories and ordinary text files, there are other types of files, although all files contain the same kind of data (i.e. a list of bytes). The *hidden* file is a file that will not ordinarily appear when you type the command `ls` to *list* the contents of a directory. To see a hidden file you have to use the command `ls -a`. The `-a` option means to list *all* files as well as hidden files. Another variant `ls -l` which lists the contents in *long* format. The `-` is used in this way to indicate variations on a command. These are called *command-line options* or *command-line arguments*, and most UNIX commands can take a number of them. They can be strung together in any way that is convenient. ↵ Commands under the GNU ↵ free software license are superior in this way: they have a greater number of options than traditional UNIX commands and are therefore more flexible. ↵, for example `ls -a -l`, `ls -l -a` or `ls -al` — either of these will list *all* files in *long* format.

All GNU ↵ commands take an additional argument `-h` and `--help`. You can type a command with just this on the command line and get a *usage summary*. This is some brief help that will summarise options that you may have forgotten if you are **already** familiar with the command — it will never be an exhaustive description of the usage. See the later explanation about man pages.

The difference between a *hidden* file and an ordinary file is merely that the file name of a *hidden* file starts with a period. Hiding files in this way is not for security, but for convenience.

The option `ls -l` is somewhat cryptic for the novice. Its more explanatory version is `ls --format=long`. Similarly, the *all* option can be given as `ls --all`, and will mean the same thing as `ls -a`.

### 4.2 Error messages

Although commands usually do not display a message when they *execute* ↵ The computer accepted and processed the command. ↵ successfully, commands do report *errors* in a consistent format. The format will vary from one command to another, but will often appear as follows: *command-name: what was attempted: error message*. For example,

the command `ls -l qwerty` will give an error `ls: qwerty: No such file or directory`. What actually happened was that the command `ls` attempted to read the file `qwerty`. Since this file does not exist, an error code 2 arose. This error code corresponds to a situation when a file or directory is not found. The error code is automatically translated into the sentence `No such file or directory`. It is important to understand the distinction between an explanatory message that a command gives (such as the messages reported by the `passwd` command in the previous chapter) and an error code that was just translated into a sentence. This is because a lot of different kinds of problems can result in an identical error code (there are only about a hundred different error codes). Experience will teach you that error messages do **not** tell you what to do, only what went wrong, and should not be taken as gospel.

A complete list of basic error codes can be found in `/usr/include/asm/errno.h`. In addition to these, several other header files `\Files ending in .h\` may define their own error codes. Under UNIX however, these are 99% of all the errors you are ever likely to get. Most of them will be meaningless to you at the moment, but are included here as a reference:

```
#ifndef _I386_ERRNO_H
#define _I386_ERRNO_H

#define EPERM          1      /* Operation not permitted */
5 #define ENOENT        2      /* No such file or directory */
#define ESRCH          3      /* No such process */
#define EINTR          4      /* Interrupted system call */
#define EIO             5      /* I/O error */
#define ENXIO          6      /* No such device or address */
10 #define E2BIG         7      /* Arg list too long */
#define ENOEXEC        8      /* Exec format error */
#define EBADF          9      /* Bad file number */
#define ECHILD        10      /* No child processes */
#define EAGAIN        11      /* Try again */
15 #define ENOMEM       12      /* Out of memory */
#define EACCES        13      /* Permission denied */
#define EFAULT        14      /* Bad address */
#define ENOTBLK       15      /* Block device required */
#define EBUSY         16      /* Device or resource busy */
20 #define EEXIST        17      /* File exists */
#define EXDEV         18      /* Cross-device link */
#define ENODEV        19      /* No such device */
#define ENOTDIR       20      /* Not a directory */
#define EISDIR        21      /* Is a directory */
25 #define EINVAL       22      /* Invalid argument */
#define ENFILE        23      /* File table overflow */
#define EMFILE        24      /* Too many open files */
#define ENOTTY        25      /* Not a typewriter */
#define ETXTBSY       26      /* Text file busy */
30 #define EFBIG         27      /* File too large */
#define ENOSPC        28      /* No space left on device */
#define ESPIPE        29      /* Illegal seek */
#define EROFS         30      /* Read-only file system */
#define EMLINK        31      /* Too many links */
35 #define EPIPE        32      /* Broken pipe */
#define EDOM          33      /* Math argument out of domain of func */
#define ERANGE        34      /* Math result not representable */
#define EDEADLK       35      /* Resource deadlock would occur */
#define ENAMETOOLONG  36      /* File name too long */
40 #define ENOLCK       37      /* No record locks available */
#define ENOSYS        38      /* Function not implemented */
#define ENOTEMPTY     39      /* Directory not empty */
```

```

#define ELOOP          40      /* Too many symbolic links
                                encountered */
45 #define EWOULDBLOCK  EAGAIN /* Operation would block */
#define ENOMSG         42      /* No message of desired type */
#define EIDRM          43      /* Identifier removed */
#define ECHRNG         44      /* Channel number out of range */
#define EL2NSYNC       45      /* Level 2 not synchronized */
50 #define EL3HLT       46      /* Level 3 halted */
#define EL3RST         47      /* Level 3 reset */
#define ELNRNG         48      /* Link number out of range */
#define EUNATCH        49      /* Protocol driver not attached */
#define ENOCSI         50      /* No CSI structure available */
55 #define EL2HLT       51      /* Level 2 halted */
#define EBADE          52      /* Invalid exchange */
#define EBADR          53      /* Invalid request descriptor */
#define EXFULL         54      /* Exchange full */
#define ENOANO         55      /* No anode */
60 #define EBADRQC      56      /* Invalid request code */
#define EBADSLT        57      /* Invalid slot */

#define EDEADLOCK      EDEADLK

65 #define EBFONT       59      /* Bad font file format */
#define ENOSTR         60      /* Device not a stream */
#define ENODATA        61      /* No data available */
#define ETIME          62      /* Timer expired */
#define ENOSR          63      /* Out of streams resources */
70 #define ENONET       64      /* Machine is not on the network */
#define ENOPKG         65      /* Package not installed */
#define EREMOTE        66      /* Object is remote */
#define ENOLINK        67      /* Link has been severed */
#define EADV           68      /* Advertise error */
75 #define ESRMNT       69      /* Srmount error */
#define ECOMM          70      /* Communication error on send */
#define EPROTO         71      /* Protocol error */
#define EMULTIHOP       72      /* Multihop attempted */
#define EDOTDOT        73      /* RFS specific error */
80 #define EBADMSG      74      /* Not a data message */
#define EOVERFLOW      75      /* Value too large for defined data
                                type */

#define ENOTUNIQ       76      /* Name not unique on network */
#define EBADFD         77      /* File descriptor in bad state */
85 #define EREMCHG      78      /* Remote address changed */
#define ELIBACC        79      /* Can not access a needed shared
                                library */

#define ELIBBAD        80      /* Accessing a corrupted shared
                                library */
90 #define ELIBSCN      81      /* .lib section in a.out corrupted */
#define ELIBMAX        82      /* Attempting to link in too many shared
                                libraries */

#define ELIBEXEC       83      /* Cannot exec a shared library
                                directly */
95 #define EILSEQ       84      /* Illegal byte sequence */
#define ERESTART       85      /* Interrupted system call should be
                                restarted */

#define ESTRPIPE       86      /* Streams pipe error */
#define EUSERS         87      /* Too many users */

```

```

100 #define ENOTSOCK      88      /* Socket operation on non-socket */
#define EDESTADDRREQ    89      /* Destination address required */
#define EMSGSIZE        90      /* Message too long */
#define EPROTOTYPE      91      /* Protocol wrong type for socket */
#define ENOPROTOOPT     92      /* Protocol not available */
105 #define EPROTONOSUPPORT 93     /* Protocol not supported */
#define ESOCKTNOSUPPORT 94      /* Socket type not supported */
#define EOPNOTSUPP      95      /* Operation not supported on transport
                                   endpoint */
#define EPFNOSUPPORT    96      /* Protocol family not supported */
110 #define EAFNOSUPPORT  97      /* Address family not supported by
                                   protocol */
#define EADDRINUSE      98      /* Address already in use */
#define EADDRNOTAVAIL   99      /* Cannot assign requested address */
#define ENETDOWN        100     /* Network is down */
115 #define ENETUNREACH    101     /* Network is unreachable */
#define ENETRESET       102     /* Network dropped connection because
                                   of reset */
#define ECONNABORTED    103     /* Software caused connection abort */
#define ECONNRESET      104     /* Connection reset by peer */
120 #define ENOBUFS        105     /* No buffer space available */
#define EISCONN         106     /* Transport endpoint is already
                                   connected */
#define ENOTCONN        107     /* Transport endpoint is not connected */
#define ESHUTDOWN       108     /* Cannot send after transport endpoint
                                   shutdown */
125 #define ETOOMANYREFS   109     /* Too many references: cannot splice */
#define ETIMEDOUT       110     /* Connection timed out */
#define ECONNREFUSED    111     /* Connection refused */
#define EHOSTDOWN       112     /* Host is down */
130 #define EHOSTUNREACH   113     /* No route to host */
#define EALREADY        114     /* Operation already in progress */
#define EINPROGRESS     115     /* Operation now in progress */
#define ESTALE          116     /* Stale NFS file handle */
#define EUCLEAN         117     /* Structure needs cleaning */
135 #define ENOTNAM        118     /* Not a XENIX named type file */
#define ENAVAIL         119     /* No XENIX semaphores available */
#define EISNAM          120     /* Is a named type file */
#define EREMOTEIO       121     /* Remote I/O error */
#define EDQUOT          122     /* Quota exceeded */
140 #define ENOMEDIUM     123     /* No medium found */
#define EMEDIUMTYPE     124     /* Wrong medium type */

#endif

```


### 4.3 Wildcards, names, extensions and *glob* expressions

`ls` can produce a lot of output if there are a large number of files in a directory. Now say that we are only interested in files that ended with the letters `tter`. To list only these files you can use `ls *tter`. The `*` matches any number of any other characters. So, for example, the files `Tina.letter`, `Mary_Jones.letter` and the file `splatter`, would all be listed if they were present. While a file `Harlette` would not be listed. While the `*` matches any length of characters, then `?` matches only one character. For example the command `ls ?ar*` would list the files `Mary_Jones.letter` and `Harlette`.

When naming files, it is a good idea to choose names that group files of the same type together. We do this by adding an *extension* to the file name that describes the type of file it is. We have already demonstrated this by calling a file `Mary_Jones.letter` instead of just `Mary_Jones`. If you keep this convention, you will be able to easily list all the files that are letters by entering `ls *.letter`. The file-name `Mary_Jones.letter` is then said to be composed of two parts: the *name*, `Mary_Jones`, and the *extension*, `letter`.

Some common UNIX extensions you may see are

- .a** Archive. `lib*.a` is a static library.
- .alias** X Window System font alias catalogue.
- .avi** Video format.
- .au** Audio format (original Sun Microsystems generic sound file).
- .awk** awk program source file.
- .bib** bibtex  $\LaTeX$  bibliography source file.
- .bmp** Microsoft Bitmap file image format.
- .bz2** File compressed with the bzip2 compression program.
- .cc**, **.cxx**, **.C**, **.cpp** C++ program source code.
- .cf**, **.cfg** Configuration file or script.
- .cgi** Executable script that produces web page output.
- .conf**, **.config** Configuration file.
- .csh** csh Shell script.
- .c** C program source code.
- .db** Database file.
- .dir** X Window System font/other database directory.
- .deb** Debian  $\circledR$  package for the Debian distribution.
- .diff** Output of the diff program indicating the difference between files or source trees.
- .dvi** Device independent file. Formatted output of `.tex`  $\LaTeX$  file.
- .el** Lisp program source.
- .gif**, **.giff** Giff image file.
- .gz** File compressed with the gzip compression program.
- .htm**, **.html**, **.shtm**, **.html** Hyper Text Markup Language. A web page of some sort.
- .h** C/C++ program header file.
- .i** SWIG source, or C preprocessor output.
- .in** configure input file.
- .info** Info pages read with the `info` command.
- .jpg**, **.jpeg** JPEG image file.

- .lj** LaserJet file. Suitable input to a HP laserjet printer.
- .log** Log file of a system service. This file grows with status messages of some system program.
- .lsm** LINUX  Software Map entry.
- .lyx** LyX word processor document.
- .man** Man page.
- .mf** Meta-Font font program source file.
- .pbm** PBM image file format.
- .pcf** PCF image file — intermediate representation for fonts. X Window System font.
- .pcx** PCX image file.
- .pfb** X Window System font file.
- .pdf** Formatted document similar to postscript or dvi.
- .php** PHP program source code (used for web page design).
- .pl** Perl program source code.
- .ps** PostScript file, for printing or viewing.
- .py** Python program source code.
- .rpm** RedHat Package Manager rpm file.
- .sgml** Standard Generalized Markup Language. Used to create documents to be converted to many different formats.
- .sh** sh Shell script.
- .so** Shared object file. dynamically linked library `lib*.so` is a *Dynamically Linked Library* \ Executable program code shared by more than one program to save disk space and memory.↵.
- .spd** Speedo X Window System font file.
- .tar** tarred directory tree.
- .tcl** Tcl/Tk source code (programming language).
- .texi, .texinfo** Texinfo source. This is from what info pages are compiled.
- .tex** T<sub>E</sub>X or L<sup>A</sup>T<sub>E</sub>X document. L<sup>A</sup>T<sub>E</sub>X is for document processing and typesetting.
- .tga** TARGA image file.
- .tgz** tarred and gzipped directory tree. Also a package for the Slackware distribution.
- .tiff** Tiff image file.
- .tfm** L<sup>A</sup>T<sub>E</sub>X font metric file.
- .ttf** True type font.
- .txt** Plain English text file.
- .voc** Audio format (Sound Blaster's own format).

- .wav** Audio format (sound files common to Microsoft Windows).
- .xpm** XPM image file.
- .y** yacc source file.
- .z** File compressed with the `compress` compression program.
- .zip** File compressed with the `pkzip` (or `PKZIP.EXE` for DOS) compression program.
- .1, .2...** Man page.

In addition, files that have no extension and a capitalised descriptive name are usually plain English text and meant for your reading. This will come bundled with packages and are for documentation purposes. You will see the hanging around all over the place.

Some full file names you may see are

**AUTHORS** List of people who contributed to or wrote a package.

**ChangeLog** List of developer changes made to a package.

**COPYING** Copyright (usually GPL) for a package.

**INSTALL** Instalation instructions.

**README** Help information to be read first, pertaining to the directory the `README` is in.

**TODO** List of future desired work to be done to package.

**BUGS** List of errata.

**NEWS** Info about new features and changes for the layman about this package.

**THANKS** List of contributors to a package.

**VERSION** Version information of the package.

There is also a way to restrict characters of a file-name within certain ranges, like if you only want to list the files that begin with A through M, you can do `ls [A-M]*`. Here the brackets have a special meaning — they match a single character like a `?`, but only those given by the range. You can use this in a variety of ways, for example `[a-dJW-Y]*` matches all files beginning with a, b, c, d, J, W, X or Y, `*[a-d]id` matches all files ending with `a``i``d`, `b``i``d`, `c``i``d` or `d``i``d`. This way of specifying a file-name is called a *glob* expression. *Glob* expressions are used in many different contexts as you will see later.

## 4.4 Usage summaries and the copy command

The command `cp` stands for *copy* and is used to make a duplicate of one file or a number of files. The format is

```
cp <file> <newfile>
cp <file> [<file> ...] <dir>
```

or

```
cp file newfile
cp file [file ...] dir
```

The above lines are called a *usage summary*. The < and > signs mean that you don't actually type out these characters but replace <file> with a file-name of your own. These are also sometime written in italics like, `cp file newfile`. In rare cases they are written in capitals like, `cp FILE NEWFILE`. <file> and <dir> are called *parameters*. Sometimes they are obviously numeric, like a command that takes <ioport> \ Anyone emailing me to ask why typing in literal, <, i, o, p, o, r, t and > characters did not work will get a rude reply\ . These are common conventions used to specify the usage of a command. The [ and ] brackets are also not actually typed but mean that the contents between them are optional. The ellipses ... mean that <file> can be given repeatedly, and these also are never actually typed. From now on you will be expected to substitute your own parameters by interpreting the usage summary. You can see that the second of the above lines is actually just saying that one or more file names can be listed with a directory name last.

From the above usage summary it is obvious that there are two ways to use the `cp` command. If the the last name is not a directory then `cp` will copy that file and rename it to the filename given. If the last name is a directory then `cp` will copy all the files listed *into* that directory.

The usage summary of the `ls` command would be as follows:

```
ls [-l, --format=long] [-a, --all] <file> <file> ...
ls -al
```

where the comma indicates that either option is valid. Similarly with the `passwd` command:

```
passwd [<username>]
```

You should practice using the `cp` command now by moving some of your files from place to place.

## 4.5 Manipulating directories

The `cd` command is used to take you to different directories. Create a directory `new` with `mkdir new`. You *could* create a directory `one` by doing `cd new` and then `mkdir one`, but there is a more direct way of doing this with `mkdir new/one`. You can then change directly to the `one` directory with `cd new/one`. And similarly you can get back to where you were with `cd ../..`. In this way, the `/` is used to represent directories within directories. The directory `one` is called a *subdirectory* of `new`.

The command `pwd` stands for *present working directory* (also called the *current directory*) and is used to tell you what directory you are currently in. Entering `pwd` will give you some output like `/home/<username>`. Experiment by changing to the root directory (with `cd /`) and then back into the directory `/home/<username>` (with `cd /home/<username>`). The directory `/home/<username>` is called your *home directory*, and is where all your personal files are kept. It can be used at any time with the abbreviation `~`. In other words, entering `cd /home/<username>` is the same as entering `cd ~`. The process whereby a `~` is substituted for your home directory is called *tilde expansion*.

To remove a file use the command `rm <filename>`. To remove a directory use the command `rmdir <dir>`. Practice using these two commands. Note that you cannot remove a directory unless it is empty. To remove a directory as well as any contents it might contain, use the command `rm -R <dir>`. The `-R` option indicates to dive into any subdirectories of <dir> and delete their contents. The process whereby a command dives into subdirectories of subdirectories etc. is called recursion. `-R` stands for *recursively*. This is a very dangerous command.

The `cp` command also takes the `-R` option, allowing it to copy whole directories. The `mv` command is used to move files and directories. It really just renames a file to a different directory.



## 4.6 Relative vs. absolute pathnames

Command can be given file name arguments in two ways. If you are in the same directory as the file (i.e. the file is in the current directory), then you can just enter the file name on its own (eg. `cp my_file new_file`). Otherwise, you can enter the *full path name*, like `cp /home/jack/my_file /home/jack/new_file`. Very often administrators use the notation `./my_file` to be clear about the distinction, for instance: `cp ./my_file ./new_file`. The leading `./` makes it clear that both files are relative to the current directory. Filenames not starting with a `/` are called *relative* pathnames, and otherwise, *absolute* pathnames.

## 4.7 System manual pages

(See Chapter 16 for a complete overview of all documentation on the system, and also how to print manual pages out in a properly typeset format.)

documentation documentation The command `man [<section>|-a] <command>` is used to get help on a particular topic and stands for *manual*. Every command on the entire system is documented in so named *man pages*. In the past few years a new format of documentation has evolved called *info*. These are considered the modern way to document commands, but most system documentation is still available only through `man`. There are very few packages that are not documented in `man` however. `Man pages` are the authoritative reference on how a command works because they are usually written by the very programmer who created the command. Under UNIX, any printed documentation should be considered as being second hand information. `Man pages` however will often not contain the underlying concepts needed to understand in what context a command is used. Hence it is not possible for a person to learn about UNIX purely from `man pages`. However once you have the necessary background for a command, then its `man page` becomes an indispensable source of information and other introductory material may be discarded.

Now, `man pages` are divided into sections, numbered 1 through 9. Section 1 contains all `man pages` for system commands like the ones you have been using. Sections 2-7 also exist, but contain information for programmers and the like, which you will probably not have to refer to just yet. Section 8 contains pages specifically for system administration commands. There are some additional sections labelled with letters; other than these, there are no manual pages outside of the sections 1 through 9. sections

/man1	User programs
/man2	System calls
/man3	Library calls
/man4	Special files
/man5	File formats
/man6	Games
/man7	Miscellaneous
/man8	System administration

You should now use the `man` command to look up the manual pages for all the commands that you have learned. Type `man cp`, `man mv`, `man rm`, `man mkdir`, `man rmdir`, `man passwd`, `man cd`, `man pwd` and of course `man man`. Much of the information may be incomprehensible to you at this stage. Skim through the pages to get an idea of how they are structured, and what headings they usually contain.

## 4.8 System info pages


`info` pages contain some excellent reference and tutorial information in hypertext linked format. Type `info` on its own to go to the top level menu of the entire `info` hierarchy. You can also type `info <command>` for help on many basic commands. Some packages will however not have `info pages`.

## 4.9 Some basic commands

You should practice using each of these commands.

- `bc` A calculator program that handles arbitrary precision (very large) numbers. It is useful for doing any kind of calculation on the command line. Its use is left as an exercise.
- `cal` `[[0-12] 1-9999]` Prints out a nicely formatted calendar of the current month, or a specified month, or a specified whole year. Try `cal 1` for fun, and `cal 9 1752`, when the pope had a few days scrapped to compensate for round-off error.
- `cat` `<filename> [<filename> ...]` Writes the contents of all the files listed to the screen. `cat` can join a lot of files together with `cat <filename> <filename> ... > <newfile>`. `<newfile>` will be an end on end *concatination* of all the files given.
- `clear` Erases all the text in the current terminal.
- `date` Prints out the current date and time. (The command `time` though does something entirely different.)
- `du` `<directory>` Stands for *disk usage*, and prints out the amount of space occupied by a directory. It recurses into any subdirectories and can print only a summary with `du -s <directory>`. Also try `du --max-depth=1 /var`, and `du -x /`, on a system with `/usr` and `/home` on separate *partitions* \See footnote on page 102\.
- `df` Stands for *disk free*. This tells you how much free space is left on your system. The available space usually has the units of kilobytes (1024 bytes) (although on some other UNIX systems this will be 512 bytes or 2048 bytes). The right most column tells the directory (in combination with any directories below that) under which that much space is available.
- `dircmp` Directory compare. This can be used to compare directories to see if changes have been made between them. You will often want to see where two trees different (eg. check for missing files) possibly on different computers. Do a `man dircmp`. (This is a System 5 command and is not present on LINUX\A. You can however do directory comparisons with the Midnight Commander `mc`).
- `free` Prints out available free memory. You will notice two listings: swap space and physical memory. These are contiguous as far as the user is concerned. The swap space is a continuation of your installed memory that exists on disk. It is obviously slow to access, but provides the illusion of having much more RAM which avoids ever running out of memory (which can be quite fatal).
- `echo` Prints a message to the terminal. Try `echo 'hello there'`, `echo ${10*3+2}`, `echo ` ${10*3+2} ``. `echo -e` allows interpretation of certain *backslash* sequences, for example `echo -e "\a"`, which prints a *bell*, or in other words, beeps the terminal. `echo -n` does the same without printing the trailing newline. In other words it does not cause a wrap to the next line after the text is printed. `echo -e -n "\b"`, will print a back-space character only which will erase the last character printed.
- `expr` `<expression>` Calculate the numerical expression `expression`. Most arithmetic operations that you are used to will work. Try `expr 5 + 10 '*' 2`. Observe how mathematical precedence is obeyed (i.e. the `*` is worked out before the `+`).
- `file` `<filename>` This command prints out the type of data contained in a file. `file portrate.jpg` will tell you that `portrate.jpg` is a JPEG image data, JFIF standard. `file` detects an enormous amount of file types, across every platform. `file` works by checking whether the first few bytes of a file match certain tell-tail byte sequences. The byte sequences are called *magic numbers*. Their complete list is stored in `/usr/share/magic` \The word "magic" under UNIX normally refers to byte sequences or numbers that have a specific meaning or implication. So-called *magic-numbers* are invented for source code, file formats and file-systems.\.
- `kbdrate -r <chars-per-second> -d <repeat-delay>` Changes the repeat rate of your keys. Most users will like this set to `kbdrate -r 32 -d 250` which unfortunately is the fastest the PC can go.

**more** Displays a long file by stopping at the end of each page. Do the following: `ls -l /bin > bin-ls`, and then `more bin-ls`. The first command creates a file with the contents of the output of `ls`. This will be a long file because the directory `/bin` has a great many entries. The second command views the file. The space bar can be used to page through the file. When you get bored, just press `q`. you can also try `ls -l /bin | more` which will do the same thing in one go.

**less** This is the GNU  version of `more`, but has extra features. On your system the two commands may be the same. With `less`, you can use the arrow keys to page up and down through the file. You can do searches by pressing `/` then typing in a word to search for and then pressing Enter. Found words will be highlighted, and the text will be scrolled to the first found word. The important command are:

**G** Go to the end of a file.

**?** Searches backward through a file.

**/ssss** Searches forward through a file for the text `ssss` \Actually `ssss` is a *regular expression* see the chapter on regular expressions for more info.\.

**F** Scroll forward and keep trying to read more of the file in case some other program is appending to it — useful for log files.

**nnng** Goes to line `nnn` of the file.

**q** Quit. (Used by many UNIX text based applications.)

(`less` can be made to stop beeping in the irritating way that it does by editing the file `/etc/profile` and adding the lines,

```
LESS=-Q
export LESS
```

and then logging out and logging in again. But this is an aside that will make more sense later.)

**lynx** `<url>` Opens up a URL at the console. Try `lynx http://lwn.net/`.

**links** `<url>` Another text based web browser.

**nohup** `<command>` & Runs a command in the background, appending any output the command may produce to the file `nohup.out` in your home directory. `nohup` has the useful feature that the command will continue to run even after you have logged out. Uses for `nohup` will become obvious later.

**sort** `<filename>` Prints out a file with lines sorted in alphabetical order. Create a file called `telephone` with each line containing a short telephone book entry. Then type `sort telephone`, or `sort telephone | less` and see what happens. `sort` takes many interesting options to sort in reverse (`sort -r`), to eliminate duplicate entries (`sort -u`), ignore leading whitespace (`sort -b`), and so on. See the man page for details.

**strings** `[-n <len>] <filename>` Prints out a binary file, but strips any unreadable characters. Readable groups of characters are placed on separate lines. If you have a binary file that you think may contain something interesting, but looks completely garbelled when viewed normally, use `strings` to sift out the interesting stuff: try `less /bin/cp` and then try `strings /bin/cp`. By default `strings` does not print sequences smaller than 4. The `-n` option can alter this limit.

**split** ... Splits a file into many separate files. This might have been used when a file was too big to be copied onto a floppy disk and needed to be split into, say, 360kB pieces. Its sister, `csplit`, can split files along specified lines of text within the file. The commands are seldom used but are actually very useful when writing programs that manipulate text.

**uname** Prints out the name of the UNIX *operating system*<sup>1</sup> you are currently using.

`uniq <filename>` Prints out a file with duplicate lines deleted. The file must first be sorted.

`wc [-c] [-w] [-l] <filename>` Counts the number characters/bytes (with `-c`), words (with `-w`) or lines (with `-l`) in a file.

`whoami` Prints out your login name.

## 4.10 Some fun multimedia commands

You should practice using each of these commands if you have your sound card configured. I don't want to give the impression that LINUX<sup>1</sup> does not have graphical applications to do all the functions in this section, but you should be aware that for every graphical application, there is a text mode one that works better and consumes less resources.

`play [-v <volume>] <filename>` Plays linear audio formats out through your sound card. These formats are .8svx, .aiff, .au, .cdr, .cvx, .dat, .gsm, .hcom, .maud, .sf, .smp, .txw, .vms, .voc, .wav, .wve, .raw, .ub, .sb, .uw, .sw or .ul files. In other words, it plays almost every type of "basic" sound file there is: most often this will be a simple Windows .wav file. <volume> is in percent.

`rec [filename]` Records from your microphone into a file. `play` and `rec` are from the same package.

`mpg123 <filename>` Plays audio from MPEG files level 1, 2 or 3. Useful options are `-b 1024` (for increasing the buffer size to prevent jumping) and `--2to1` (down samples by a factor of 2 for reducing CPU load). MPEG files contain sound and/or video, stored very compactly using digital processing techniques that the software industry seems to think are very sophisticated.

`cdplay` Plays regular music CD's. `cdp` is the interactive version.

`aumix` Sets your sound card's volume, gain, recording volume etc. You can use it interactively, or just enter `aumix -v <volume>` to immediately set the volume in percent. Note that this is a dedicated *mixer* program, and is considered to be a separate application to any that play music. Rather do not set the volume from within a sound playing application, even if it claims this feature — you have much better control with `aumix`.

`mikmod --interpolate -hq --renice Y <filename>` Plays *Mod* files. Mod files are a special type of audio format that stores only the duration and pitch of the notes that comprise a song, along with samples of each musical instrument needed to play the song out. This makes for high quality audio with phenomenally small file size. `mikmod` supports 669, AMF, DSM, FAR, GDM, IMF, IT, MED, MOD, MTM, S3M, STM, STX, ULT, UNI and XM audio formats — i.e. probably every type in existence. Actually there is a lot of excellent listening music available on the Internet in Mod file format. The most common formats are .it, .mod, .s3m and .xm. Original .mod file are the product of Atari computers (?) and had only four tracks. Today's 16 and more track Mod files are comparable to any recorded music.

## 4.11 Terminating commands

You usually use Ctrl-C to stop an application or command that runs continuously. You must type this at the same prompt where you entered the command. If this doesn't work, wait until the section on *processes* (Section 9.2.2), to learn more about signalling running applications to quit.

<sup>1</sup>The *brand* of UNIX — there are number of different vendors and for each hardware platform.

## 4.12 Compressed files

Files typically contain a lot of data they one can imagine might be represented with a smaller number of bytes. Take for example the letter you typed out. The word ‘the’ was probably repeated many times. You were probably also using lowercase letters most of the time. The file was by far not a completely random set of bytes and repeatedly used spaces as well as using some letters more than others. English text in fact contains, on average, only about 1.3 useful bits (there are eight bits in a byte) of data per byte. Because of this the file can be *compressed* to take up less space. Compression involves representing the same data using a smaller number of bytes, in such a way that the original data can be reconstructed exactly. This usually involves finding patterns in the data. The command to compress a file is `gzip <filename>` which stands for *GNU zip*. `gzip` a file in your home directory and then do an `ls` to see what happened. Now use `more` to view the compressed file. To uncompress the file you can use `gzip -d <filename>`. Now use `more` to view the file again. There are many files on the system which are stored in compressed format. For example man pages are often stored compressed and are uncompressed automatically when you read them.

You used the command `cat` previously to view a file. You can use the command `zcat` to do the same thing with a compressed file. `Gzip` a file and then type `zcat <filename>`. You will see that the contents of the file are written to the screen. Generally, when commands and files have a `z` in them they have something to do with compression — `z` stands for *zip*. You can use `zcat <filename> | less`, to view a compressed file proper. You can also use the command `zless <filename>`, which does the same as `zcat <filename> | less`. (Note that your `less` may actually have the functionality of `zless` combined.)

A new addition to the arsenal is `bzip2`. This is a compression program very much like `gzip`, except that it is slower and compresses 20%-30% better. It is useful for compressing files that will be downloaded from the Internet (to reduce the transfer). Files that are compressed with `bzip2` have an extension `.bz2`. Note that the improvement in compression depends very much on the type of data being compressed. Sometimes there will be negligible improvement at the expense of a huge speed penalty, while occasionally there is a substantial reduction in size over `gzip` making it well worth it. Files that are frequently compressed and un-compressed should never use `bzip2`.

## 4.13 Searching for files

The command `find` can be used to search for files. Change to the root directory, and enter `find`. It will spew out all the files it can see by *recursively descending*. Goes into each subdirectory and all its subdirectories, and repeats the command `find` into all subdirectories. In other words, `find`, when executed while in the root directory, will print out all the files on the system. `find` will work for a long time if you enter it as you have — press Ctrl-C to stop it.

Now change back to your home directory and type `find` again. You will see *all* your personal files. There are a number of options `find` can take to look for specific files.

`find -type d` will show only directories and not the files they contain.

`find -type f` will show only files and not the directories that contain them, even though it will still descend into all directories.

`find -name <filename>` will find only files that have the name `<filename>`. For instance, `find -name '*.c'`. Will find all files that end in a `.c` extension (`find -name *.c` without the quote characters will not work. You will see why later). `find -name Mary_Jones.letter` will find the file with the name `Mary_Jones.letter`.

`find -size [[+|-]]<size>` will find only files that have a size larger (for `+`) or smaller (for `-`) than `<size>` kilobytes, or the same as `<size>` kilobytes if the sign is not specified.

`find <directory> [<directory> ...]` will start `find` in each of the directories given.

There are many more of these options for doing just about any type of search for a file. See the `find` man page for more details. `find` however has the deficiency of actively reading directories to find files. This is slow, especially when you start from the root directory. An alternative command is `locate <filename>`. This searches through a previously created database of all the files on the system, and hence finds files instantaneously. Its counterpart `updatedb` is used to update the database of files used by `locate`. On some systems `updatedb` runs automatically every day at 04h00.

Try these (`updatedb` will take several minutes):

```
updatedb
locate rpm
locate passwd
locate HOWTO
locate README
```

## 4.14 Searching within files

Very often one would like to search through a number of files to find a particular word or phrase. An example might be where a number of files contain lists of telephone numbers with peoples names and addresses. The command `grep` does a line by line search through a file and prints out only those lines that contain a word that you have specified. `grep` has the command summary:

```
grep [options] <pattern> <filename> [<filename> ...]
```

↘ The words *word*, *string* or *pattern* are used synonymously in this context, basically meaning a short length of letters and/or numbers that you are trying to find matches for. A *pattern* can also be a string with kinds of wildcards in it that match different characters, as we shall see later.↘

Do a `grep` for the word “the” to display all lines containing it: `grep 'the' Mary_Jones.letter`. Now try `grep 'the' *.letter`.

`grep -n <pattern> <filename>` will show the line number in the file where the word was found.

`grep -<num> <pattern> <filename>` will print out <num> of the lines that came before and after each of the lines in which the word was found.

`grep -A <num> <pattern> <filename>` will print out <num> of the lines that came After each of the lines in which the word was found.

`grep -B <num> <pattern> <filename>` will print out <num> of the lines that came Before each of the lines in which the word was found.

`grep -v <pattern> <filename>` will print out only those lines that do *not* contain the word you are searching for ↘ You may think that the `-v` option is no longer doing the same kind of thing that `grep` is advertised to do: i.e. *searching* for strings. In fact UNIX commands often suffer from this — they have such versatility that their functionality often overlaps with those of other commands. One actually never stops learning new and nifty ways of doing things hidden in the dark corners of man pages.↘.

`grep -i <pattern> <filename>` does the same as an ordinary `grep` but is case insensitive.

## 4.15 Copying to MSDOS and Windows formatted floppy disks

There is a package called the `mtools` package that enables reading and writing to MSDOS/Windows floppy disks. These are not standard UNIX commands but are packaged with most LINUX distributions. It supports long filename type floppy disks. Put an MSDOS disk in your A: drive. Try



```

mdir A:
touch myfile
mcopy myfile A:
mdir A:

```

Note that there is **no** such thing as an A: disk under LINUX. Only the mtools package understand A: in order to retain familiarity for MSDOS users. The complete list of commands is

mattrib	mdeltree	mlabel	mrd
mbadblocks	mdir	minfo	mren
mcd	mdu	mmnd	mshowfat
mcopy	mformat	mmount	mtoolstest
mdel	mkmanifest	mmove	mzip
		mpartition	xcopy

and can be gotten by typing `info mtools`. In general you can take any MSDOS command, put it into lower case and add an m in front of it, to give you a command that you can use on LINUX.

## 4.16 Archives and backups

One of the primary activities of a system administrator is to make backups. It is a essential never to underestimate the volatility ↘Ability to evaporate or become chaotic. ↖ of information in a computer. *Backups* are therefore continually made of data. A backup is a duplicate of your files, that can be used as a replacement should any or all of the computer be destroyed. The idea is that all of the data in a directory ↘As usual, meaning a directory and all its subdirectories and all the files in those subdirectories etc. ↖ are stored in a separte place — often compressed — and can be retrieved in case of an emergency. When we want to store a number of files in this way, it is useful to be able to pack many files into one file so that we can perform operations on that single file only. When many files are packed together into one, this packed file is called an *archive*. Usually archives have the extension `.tar`, which stands for *tape archive*.

To *create* an archive of a directory the `tar` command is used:

```
tar -c -f <filename> <directory>
```

Create a directory with a few files in it and run the `tar` command to back it up. A file of `<filename>` will be created. Take careful note of any error messages that `tar` reports. List the file and check that its size is appropriate for the size of the directory you are archiving. You can also use the *verify* option (see the man page) of the `tar` command to check the integrity of `<filename>`. Now remove the directory, and then restore it with the *extract* option of the `tar` command:

```
tar -x -f <filename>
```

You should see your directory recreated with all its files intact. A nice option to give to `tar` is `-v`. This will list all the files that are being added to or extracted from the archive as they are processed, and is useful to watch the progress of archiving. It is obvious that you can call your archive anything you like, however the common practice is to call it `<directory>.tar`, which makes it clear to all exactly what it is.

Once you have your tar file, you would probably want to compress it with `gzip`. This will create a file `<directory>.tar.gz`, which is sometimes also called `<directory>.tgz` for brevity.

A second kind of archiving utility is `cpio`. `cpio` is actually more powerful than `tar`, but is considered to be more cryptic to use. The principles of `cpio` are quite similar and its usage is left as an exercise.

## 4.17 The PATH where commands are searched for

When you type a command at the shell prompt, it has to be read off disk out of one or other directory. On UNIX all such *executable commands* are located in one of about four directories. A file is located in the directory tree according to its type, rather than according to what software package it belongs to. Hence, for example, a word processor may have its actual executable stored in a directory with all other executables, while its font files are stored in a director with other fonts from all other packages.


The shell has a procedure for searching for executables when you type them in. If you type in a command with slashes, like `/bin/cp` then it tries to run the named program, `cp`, out of the `/bin` directory. If you just type `cp` on its own, then it tries to find the `cp` command in each of the subdirectories of your `PATH`. To see what your `PATH` is, just type

```
echo $PATH
```


You will see a colon separated list of four or more directories. Note that the current directory `.` is not listed. It is very important that the current directory **not** be listed for security reasons. To execute a command in the current directory, we hence always type `./<command>`.

To append for example a new directory `/opt/gnome/bin` to your `PATH`, do

```
PATH="$PATH:/opt/gnome/bin"
export PATH
```

LINUX  supports the convenience of doing this in one line:

```
export PATH="$PATH:/opt/gnome/bin"
```

There is also a command which, to check if a command is in the `PATH`. Sometimes there are two commands of the same name, in different directories of the `PATH` \ This is more often true of Solaris systems than LINUX . Typing `which <command>` will locate the one that your shell would execute. Try:

```
which ls
which cp mv rm
which which
which cranzgots
```

`which` is also useful in shell scripts to tell if there is a command at all, and hence check if a particular package is installed, like `which netscape`.



## Chapter 5

# Regular Expressions

### 5.1 Basic regular expression exposition

A regular expression is a sequence of characters that forms a template used to search for *strings* ↘ Words, phrases, or just about sequence of characters. ↙ within text. In other words, it is a search pattern. To get an idea of when one would need to do this, consider the example where you have a list of names and telephone numbers. If you would like to find a telephone number that contains a 3 in the second place and ends with an 8, then regular expressions provide a way of doing these kinds of searches. Also consider where you would like to send an email to fifty people, but replacing the word after the “Dear” with their own name to make the letter more personal. Regular expressions allow for this type of searching and replacing. Many utilities use the regular expression to give them greater power when manipulating text. The `grep` command is an example. Previously you used the `grep` command to locate only simple letter sequences in text. Now we will use it to search for regular expressions.

In the previous chapter you learned that the `?` character can be used to signify that any character can take its place. This is said to be a *wildcard* and works with filenames. With regular expressions, the wildcard to use is the `.` character. So you can use the command `grep .3...8 <filename>` to find the seven character telephone number that you are looking for in the above example.

Regular expressions are used for line by line searches. For instance, if the seven characters were spread over two lines (i.e. they had a line break in the middle), then `grep` wouldn’t find them. In general a program that uses regular expressions will consider searches one line at a time.

Here are some examples that will teach you the regular expression basics. We will use the `grep` command to show the use of regular expressions (remember that the `-w` option matches whole words only). Here the expression itself will be enclosed in ‘ quotes for reasons which will be explained later.

**grep -w 't[a-i]e'** Matches the words `tee`, `the` and `tie`. The brackets have a special significance. They mean to match one characters that can be anything from `a` to `i`.

**grep -w 't[i-z]e'** Matches the words `tie` and `toe`.

**grep -w 'cr[a-m]\*t'** Matches the words `credit`, `craft`, `credit` and `cricket`. The `*` means to match any number of the previous character, which in this case is any character from `a` through `m`.

**grep -w 'kr.\*n'** Matches the words `kremlin` and `krypton`, because the `.` matches any character and the `*` means to match the dot any number of times.

**egrep -w '(th|sh).\*rt'** Matches the words `shirt`, `short`, and `thwart`. The `|` means to match either the `th` or the `sh`. `egrep` is just like `grep` but supports *extended regular expressions* which allow for the `|` feature ↘ The `|` character often denotes a logical OR, meaning that either the thing on the left or the right of the `|` is applicable. This is true of

many programming languages. ↵. Note how the square brackets mean one-of-several-characters while the round brackets with |'s mean one-of-several-words.

**grep -w 'thr[aeiou]\*t'** Matches the words *threat* and *throat*. As you can see, a list of possible characters may be placed inside the square brackets.

**grep -w 'thr[^a-f]\*t'** Matches the words *throughput* and *thrust*. The ^ after the first bracket means to match *any* character *except* the characters listed. Hence, for example, the word *thrift* is not matched because it contains an *f*.

The above regular expressions all match whole words (because of the *-w* option). If the *-w* option was not present they might match parts of words which would result in a far greater number of matches. Also note that although the *\** means to match any number of characters, it also will match **no** characters as well, for example: *t[a-i]\*e* could actually match the letter sequence *te*. i.e a *t* and an *e* with zero characters between them.

Usually, you will use regular expression to search for *whole lines* that match, and sometimes you would like to match a line that begins or ends with a certain string. The ^ character is used to specify the beginning of a line and the \$ character for the end of the line. For example *^The* matches all lines that start with a *The*, while *hack\$* matches all lines that end with *hack*, and *'^ \*The.\*hack \*\$'* matches all lines that begin with *The* and end with *hack*, even if there is whitespace at the beginning or end of the line.

Because regular expression use certain characters in a special way (these are . \ [ ] \* + ?), these characters cannot be used to match characters. This provides a severe limitation when trying to match, say, file-names which often use the . character. To match a . you can use the sequence \. which forces interpretation as an actual . and not as a wildcard. Hence the regular expression *myfile.txt* might match the letter sequence *myfiletxt* or *myfile.txt*, but the regular expression *myfile\.txt* will match only *myfile.txt*.

Most special characters can be specified by adding a \ character before them, eg use \[ for an actual [, a \\$ for an actual \$, a \\ for an actual \, \+ for an actual +, and \? for an actual ?. (? and + are explained below.)

## 5.2 The fgrep command

*fgrep* is an alternative to *grep*. The difference is that while *grep* (the more commonly used command) matches regular expressions, *fgrep* matches literal strings. In other words you can use *fgrep* where you would like to search for an ordinary string that is not a regular expression, instead of preceding special characters with \.

## 5.3 Regular expression \{ \} notation

*x\** matches zero to infinite instances of a character *x*. You can specify other ranges of numbers of characters to be matched with, for example *x\{3,5\}*, which will match at least three, but not more than five *x*'s, that is *xxx*, *xxxx*, or *xxxxx*.

*x\{4\}*, can then be used to match 4 *x*'s exactly and no more and no less. *x\{7,\}* will match seven or more *x*'s — the upper limit is omitted to mean that there is no maximum number of *x*'s.

As in all the examples above, the *x* can be a range of characters (like *[a-k]*) just as well as a single charcter.

**grep -w 'th[a-t]\{2,3\}t'** Matches the words *theft*, *thirst*, *threat*, *thrift* and *throat*.

**grep -w 'th[a-t]\{4,5\}t'** Matches the words *theorist*, *thicket* and *thinnest*.

## 5.4 Extended regular expression + ? \< \> ( ) | notation with egrep

There is an enhanced version of regular expressions that allows for a few more useful features. Where these conflict with existing notation, they are only available through the `egrep` command.

`+` is analogous to `\{1, \}`, it does the same as `*`, but matches *one* or more character, instead of *zero* or more characters.

`?` is analogous to `\{1\}`, it matches *zero* or *one* characters.

`\< \>` can surround a string to match only whole words.

`( )` can surround several strings, separated by `|`. This will match any of these strings. (`egrep` only.)

`\( \)` can surround several strings, separated by `|`. This will match any of these strings. (`grep` only.)

The following examples should make the last two notations clearer.

**grep 'trot'** Matches the words `electrotherapist`, `betroth` and so on, but

**grep '\<trot\>'** Matches only the word `trot`.

**egrep -w '(this|that|c[aeiou]\*t)'** Matches the words `this`, `that`, `cot`, `coat`, `cat` and `cut`.

## 5.5 Regular expression sub-expressions

These are covered in the chapter, *Streams and sed - the stream editor*.



## Chapter 6

# Editing Text Files

### 6.1 vi

To edit a text file means to interactively modify its content. The creation and modification of an ordinary text file is known as *text-editing*. A word processor is a kind of editor, but more basic than that is the UNIX or DOS text editor. The important editor to learn how to use is `vi`. After that you can read why, and a little more about other, more user friendly editors.

Type simply,

```
vi <filename>
```

to edit any file, or the compatable, but more advanced

```
vim <filename>
```

To exit out of `vi`, press `<ESC>`, then the key sequence `:q!` and then press `<ENTER>`.

`vi` has a short tutorial which should get you going in 20 minutes. If you get bored in the middle, you can skip it and learn `vi` as you need to edit things. To read the tutorial, enter:

```
cd /usr/doc/vim-common-5.7/tutor
vi tutor
```

although the 5.7 depends your version. You will then see the following on the top of your screen:

```
=====
=  Welcome to the VIM Tutor - Version 1.4  =
=====
5      Vim is a very powerful editor that has many commands, too many to
      explain in a tutor such as this.  This tutor is designed to describe
      enough of the commands that you will be able to easily use Vim as
      an all-purpose editor.
10     The approximate time required to complete the tutor is 25-30 minutes,
```

You are supposed to edit the `tutor` file itself as practice, following through 6 lessons. Copy it first to your home directory.

The following table is a quick reference for `vi`, it contains only a few of the many hundreds of commands under `vi`, but is enough to do all basic editing operations.

vi has several *modes* of operation. If you type the **i** key you enter *insert-mode*. You then enter text as you would in a normal DOS text editor, *but you cannot arbitrarily move the cursor and delete characters while in insert-mode*. Pressing <ESC> will get you out of insert-mode, where you are not able to insert characters, but can now do things like arbitrary deletions, moves etc.

Typing **:** gets you into *command-line-mode*, where you can do operations like import a file, save the current file etc. Typically, you type **:** then some text, and then hit <ENTER>.

The word *register* is used below. A register is a hidden clipboard.

A useful tip is to enter **:set ruler** before doing anything. This shows you what line and column you are on in the bottom right corner of the screen.

Key combination	Function
h (or left arrow key, etc.)	Cursor left
l	Cursor right
k	Cursor up
j	Cursor down
b	Cursor left one word
w	Cursor right one word
{	Cursor up one paragraph
}	Cursor down one paragraph
^	Cursor to line start
\$	Cursor to line end
gg	Cursor to first line
G	Cursor to last line
<ESC>	Get out of current mode
i	Start insert mode
o	Insert a blank line below the current line and then start insert mode
O	Insert a blank line above the current line and then start insert mode
a	Append (start insert mode after the current character)
R	Replace (start insert mode with overwrite)
:wq	Save (write) and quit
:q	Quit
:q!	Quit forced (without checking if a save is required)
x	Delete (delete under cursor and copy to register)
X	Backspace (delete left of cursor and copy to register)
dd	Delete line (and copy to register)
:j!	Join line (remove newline at end of current line)
Ctrl-J	Same
u	Undo
Ctrl-R	Redo
de	Delete to word end (and copy to register)
db	Delete to word start (and copy to register)
d\$	Delete to line end (and copy to register)
d^	Delete to line beginning (and copy to register)
dd	Delete current line (and copy to register)
2dd	Delete two lines (and copy to register)
5dd	Delete five lines (and copy to register)
p	Paste clipboard (insert register)
Ctrl-G	Show cursor position

5G	Cursor to line five
16G	Cursor to line sixteen
G	Cursor to last line
/search-string	Search forwards for <i>search-string</i>
?search-string	Search backwards for <i>search-string</i>
: -1, \$s /search-string /replace-string /gc	Search and replace with confirmation starting at current line
: , \$s /search-string /replace-string /gc	Search and replace with confirmation starting at line below cursor
: , \$s /\<search-string\> /replace-string /gc	Search and replace whole words
: 8, 22s /search-string /replace-string /g	Search and replace in lines 8 through 22 without confirmation
: %s /search-string /replace-string /g	Search and replace whole file without confirmation
:w filename	Save to file <i>filename</i>
: 5, 20w filename	Save lines 5 through 20 to file <i>filename</i> (use Ctrl-G to get line numbers if needed)
: 5, \$w! filename	Force save lines 5 through to last line to file <i>filename</i>
:r filename	Insert file <i>filename</i>
v	Visual mode (start highlighting)
y	Copy highlighted text to register
d	Delete highlighted text (and copy to register)
p	Paste clipboard (insert register)
Press v, then move cursor down a few lines, then, :s /search-string /replace-string /g	Search and replace within highlighted text
:help	Reference manual (open new window with help screen inside — probably the most important command here!)
:new	Open new blank window
:split filename	Open new window with <i>filename</i>
:q	Close current window
:qa	Close all windows
Ctrl-W j	Move cursor to window below
Ctrl-W k	Move cursor to window above
Ctrl-W -	Make window smaller
Ctrl-W +	Make window larger

## 6.2 Syntax highlighting

Something all UNIX users are used to (and have come to expect) is *syntax highlighting*. This basically means that a bash (explained later) script will look like:

```
#!/bin/sh
for file in * ; do
  VAR='cat $file'
  echo $VAR | tr 'a-z' 'A-Z'
done
```

instead of

```
#!/bin/sh
for file in * ; do
  VAR='cat $file'
  echo $VAR | tr 'a-z' 'A-Z'
done
```

Syntax highlighting is meant to preempt programming errors by colourising correct keywords. You can set syntax highlighting in vim using `:syntax on` (but not in vi). Enable syntax highlighting whenever possible — all good text editors support it.

## 6.3 Editors

Although UNIX has had full graphics capability for a long time now, most administration of low level services still takes place inside text configuration files. Word processing is also best accomplished with typesetting systems that require creation of ordinary text files. This is in spite of all the hype regarding the WYSIWYG (what you see is what you get) word processor. This document itself was typeset using L<sup>A</sup>T<sub>E</sub>X and the Cooledit text editor.

Historically the standard text editor used to be `ed`. `ed` allows the user to only see one line of text of a file at a time (primitive by today's standards). Today `ed` is mostly used in its streaming version, `sed`. `ed` has long since been superseded by `vi`.

The editor is the place you will probably spend most of your time. Whether you are doing word processing, creating web pages, programming or administrating. It is your primary interactive application.

### 6.3.1 Cooledit

(Read this if you “just-want-to-open-a-file-and-start-typing-like-under-Windows”.)

The best editor for day to day work is Cooledit. As Cooledit's author, I am probably biased in this view. Cooledit is available from *the Cooledit web page* <<http://cooledit.org/>>. Cooledit is a graphical (runs under X) editor. It is also a full featured Integrated Development Environment (IDE), for whatever you may be doing. Those considering buying an IDE for development can look no further than installing Cooledit for free.

People coming from a Windows background will find this the easiest and most powerful editor to use. It requires no tutelage, just enter `cooledit` under X and start typing. Its counterpart in text mode is `mcedit` which comes with the GNU Midnight Commander package `mc`. The text mode version is inferior to other text mode editors like `emacs` and `jed`, but is adequate if you don't spend a lot of time in text mode.

Cooledit has pull down menus and intuitive keys. It is not necessary to read any documentation before using Cooledit.

### 6.3.2 vi and vim

Today `vi` is considered the standard. It is the only editor which *will* be installed by default on *any* UNIX system. `vim` is the GNU version that (as usual) improves upon the original `vi` with a host of features. It is important to learn the basics of `vi` even if your day to day editor is not going to be `vi`. This is because every administrator is bound to one day have to edit a text file over some really slow network link and `vi` is the best for this.

On the other hand, new users will probably find `vi` unintuitive and tedious, and will spend a lot of time learning and remembering how to do all the things they need to. I myself cringe at the thought of `vi` pundits recommending it to new UNIX users.

In defence of `vi`, it should be said that many people use it exclusively, and it is probably the only editor that really can do absolutely *everything*. It is also one of the few editors that has working versions and consistent behaviour across all UNIX and non-UNIX systems. `vim` works on AmigaOS, AtariMiNT, BeOS, DOS, MacOS, OS/2, RiscOS, VMS, and Windows (95/98/NT4/NT5/2000) as well as all UNIX variants.

### 6.3.3 Emacs

Emacs stands for Editor MACroS. It is the monster of all editors and can do almost everything one could imagine a single software package to be able to do. It has become a de facto standard alongside `vi`.

Emacs is more than just a text editor, but a complete system of using a computer. There is an X Window version available which can even browse the web, do file management and so forth.



### 6.3.4 Other editors

Other editors to watch out for are `joe`, `jed`, `nedit`, `pico`, `nano`, and many others that try to emulate the look and feel of well known DOS, Windows or AppleMac development environments, or bring better interfaces using Gtk/Gnome or Qt/KDE. The list gets longer each time I look. In short, don't think that the text editors that your vendor has chosen to put on your CD are the best or only free ones out there. The same goes for other applications.



## Chapter 7

# Shell Scripting

### 7.1 Introduction

This chapter will introduce you to the concept of *computer programming*. So far, you have entered commands one at a time. Computer programming is merely the idea of getting a number of commands to be executed, that in combination do some unique powerful function.

To see a number of commands get executed in sequence, create a file with a `.sh` extension, into which you will enter your commands. The `.sh` extension is not strictly necessary, but serves as a reminder that the file contains special text called a *shell script*. From now on, the word *script* will be used to describe and sequence of commands placed in a text file. Now do a,

```
chmod 0755 myfile.sh
```

which allow the file to be run in the explained way.

Edit the file using your favourite text editor. The first line should be as follows with no whitespace `\` Whitespace are tabs and spaces, and in some contexts, newline (end of line) characters. `\`.

```
#!/bin/sh
```

which dictates that the following program is a *shell* script, meaning that it accepts the same sort of commands that you have normally been typing at the prompt. Now enter a number of commands that you would like to be executed. You can start with

```
echo "Hi there"
echo "what is your name? (Type your name here and press Enter)"
read NM
echo "Hello $NM"
```

Now exit out of your editor and type `./myfile.sh`. This will *execute* `\` Cause the computer to read and act on your list of commands, also called *running* the program. `\` the file. Note that typing `./myfile.sh` is no different from typing any other command at the shell prompt. Your file `myfile.sh` has in fact become a new UNIX command all of its own.

Now note what the `read` command is doing. It creates a pigeon-hole called `NM`, and then inserts text read from the keyboard into that pigeon hole. Thereafter, whenever the shell encounters `NM`, its contents are written out instead of the letters `NM` (provided you write a `$` in front of it). We say that `NM` is a *variable* because its contents can vary.

You can use shell scripts like a calculator. Try,

```

echo "I will work out X*Y"
echo "Enter X"
read X
echo "Enter Y"
5 read Y
echo "X*Y = $X*$Y = ${X*Y}"

```

The `[` and `]` mean that everything between must be *evaluated* ↘ Substituted, worked-out, or reduced to some simplified form. ↙ as a *numerical expression* ↘ Sequence of numbers with `+`, `-`, `*` etc. between them. ↙. You can in fact do a calculation at any time by typing it at the prompt:

```
echo ${3*6+2*8+9}
```

↘ Note that the Bash shell that you are using allows such `[ ]` notation. On some UNIX systems you will have to use the `expr` command to get the same effect. ↙

## 7.2 Looping to repeat commands: the `while` and `until` statements

The shell reads each line in succession from top to bottom: this is called *program flow*. Now suppose you would like a command to be executed more than once — you would like to alter the program flow so that the shell reads particular commands repeatedly. The `while` command executes a sequence of commands many times. Here is an example (`-le` stands for *less than or equal*):

```

N=1
while test "$N" -le "10"
do
    echo "Number $N"
    N=$((N+1))
5 done

```

The `N=1` creates a variable called `N` and places the number 1 into it. The `while` command executes all the commands between the `do` and the `done` repetitively until the “test” condition is no longer true (i.e. until `N` is greater than 10). The `-le` stands for *-less-than-or-equal-to*. Do a `man test` to see the other types of tests you can do on variables. Also be aware of how `N` is replaced with a new value that becomes 1 greater with each repetition of the while loop.

You should note here that each line is distinct command — the commands are *newline-separated*. You can also have more than one command on a line by separating them with a semicolon as follows:

```
N=1 ; while test "$N" -le "10"; do echo "Number $N"; N=$((N+1)) ; done
```

(Try counting down from 10 with `-ge` (*-greater-than-or-equal*).) It is easy to see that shell scripts are extremely powerful, because any kind of command can be executed with conditions and loops.

The `until` statement is identical to `while` except that the reverse logic is applied. The same functionality can be achieved using `-gt` (*greater-than*):

```
N=1 ; until test "$N" -gt "10"; do echo "Number $N"; N=$((N+1)) ; done
```

## 7.3 Looping to repeat commands: the `for` statement

The `for` command also allows execution of commands multiple times. It works like this::

```

for i in cows sheep chickens pigs
do
    echo "$i is a farm animal"
done
5 echo -e "but\nGNUs are not farm animals"

```

The `for` command takes each string after the `in`, and executes the lines between `do` and `done` with `i` substituted for that string. The strings can be anything (even numbers) but are often filenames.

The `if` command executes a number of commands if a condition is met (`-gt` stands for *greater than*, `-lt` stands for *less than*). The `if` command executes all the lines between the `if` and the `fi` ('if' spelled backwards).

```

X=10
Y=5
if test "$X" -gt "$Y" ; then
    echo "$X is greater than $Y"
5 fi

```

The `if` command in its full form can contain as much as,

```

X=10
Y=5
if test "$X" -gt "$Y" ; then
    echo "$X is greater than $Y"
5 elif test "$X" -lt "$Y" ; then
    echo "$X is less than $Y"
else
    echo "$X is equal to $Y"
fi

```

Now let us create a script that interprets its arguments. Create a new script called `backup-lots.sh`, containing:

```

#!/bin/sh
for i in 0 1 2 3 4 5 6 7 8 9 ; do
    cp $1 $1.BAK-$i
done

```

Now create a file `important_data` with anything in it and then run `./backup-lots.sh important_data`, which will copy the file ten times with ten different extensions. As you can see the variable `$1` has a special meaning — it is the first argument on the command line. Now let's get a little bit more sophisticated (`-e` test if the file *exists*):

```

#!/bin/sh
if test "$1" = "" ; then
    echo "Usage: backup-lots.sh <filename>"
    exit
5 fi
for i in 0 1 2 3 4 5 6 7 8 9 ; do
    NEW_FILE=$1.BAK-$i
    if test -e $NEW_FILE ; then
        echo "backup-lots.sh: ***warning*** $NEW_FILE"
        echo "                already exists - skipping"
10    else
        cp $1 $NEW_FILE
    fi

```

```
done
```

## 7.4 breaking out of loops and continuing

A loop that requires premature termination can include the `break` statement within it:

```
#!/bin/sh
for i in 0 1 2 3 4 5 6 7 8 9 ; do
    NEW_FILE=$1.BAK-$i
    if test -e $NEW_FILE ; then
        echo "backup-lots.sh: ***error*** $NEW_FILE"
        echo "                  already exists - exiting"
        break
    else
        cp $1 $NEW_FILE
    fi
done
```

which causes program execution to continue from after the `done`. If two loops are nested within each other, then the command `break 2` will cause program execution to break out of *both* loops; and so on for values above 2.

The `continue` statement is also useful for terminating the current iteration of the loop. This means that if a `continue` statement is encountered, execution will immediately continue from the top of the loop, thus ignoring the remainder of the body of the loop:

```
#!/bin/sh
for i in 0 1 2 3 4 5 6 7 8 9 ; do
    NEW_FILE=$1.BAK-$i
    if test -e $NEW_FILE ; then
        echo "backup-lots.sh: ***warning*** $NEW_FILE"
        echo "                  already exists - skipping"
        continue
    fi
    cp $1 $NEW_FILE
done
```

Note that both `break` and `continue` work inside `for`, `while` and `until` loops.

## 7.5 Looping over glob expressions

We know that the shell can expand file names when given *wildcards*. For instance, we can type `ls *.txt` to list all files ending with `.txt`. This applies equally well in any situation: for instance:

```
#!/bin/sh
for i in *.txt ; do
    echo "found a file:" $i
done
```

The `*.txt` is expanded to all matching files. **These files are searched for in the current directory.** If you include an absolute path then the shell will search in that directory:

```
#!/bin/sh
for i in /usr/doc/*/*.txt ; do
    echo "found a file:" $i
done
```

Which demonstrates the shells ability to search for matching files and expand to an absolute path.

## 7.6 The case statement

The case statement can make a potentially complicated program very short. It is best explained with an example.

```
#!/bin/sh
case $1 in
    -{-test|-t)
        echo "you used the -{-test option"
        exit 0
    ;;
    -{-help|-h)
        echo "Usage:"
        echo "    myprog.sh [{]-{-test|-{-help|-{-version{]}"
        exit 0
    ;;
    -{-version|-v)
        echo "myprog.sh version 0.0.1"
        exit 0
    ;;
    -*)
        echo "No such option $1"
        echo "Usage:"
        echo "    myprog.sh [{]-{-test|-{-help|-{-version{]}"
        exit 1
    ;;
esac

echo "You typed \"$1\" on the command line"
```

Above you can see that we are trying to process the first argument to a program. It can be one of several options, so using `if` statements will come to a long program. The case statement allows us to specify several possible statement blocks depending on the value of a variable. Note how each statement block is separated by `;;`. The strings before the `)` are glob expression matches. The first successful match causes that block to be executed. The `|` symbol allows us to enter several possible glob expressions.

## 7.7 Using functions: the `function` keyword

So far our programs execute mostly from top to bottom. Often, code needs to be repeated, but it is considered bad programming practice to repeat groups of statements that have the same functionality. Function definitions provide a way to group statement blocks into one. A function groups a list of commands and assigns it a name. For example:

```
#!/bin/sh

function usage ()
```

```

5 {
    echo "Usage:"
    echo "      myprog.sh [--test|--help|--version]"
}

10 case $1 in
    --test|-t)
        echo "you used the --test option"
        exit 0
    ;;
    --help|-h)
15         usage
    ;;
    --version|-v)
        echo "myprog.sh version 0.0.2"
        exit 0
    ;;
20     -*)
        echo "Error: no such option $1"
        usage
        exit 1
    ;;
25 esac

echo "You typed \"$1\" on the command line"

```

Whereever the `usage` keyword appears, it is effectively substituted for the two lines inside the `{` and `}`. There are obvious advantages to this approach: if you would like to change the program *usage* description, you only need to change it in one place in the code. Good programs use functions so liberally that they never have more than 50 lines of program code in a row.

## 7.8 Properly processing command line arguments: the `shift` keyword

Most programs we have seen can take many command-line arguments, sometimes in any order. Here is how we can make our own shell scripts with this functionality. The command-line arguments can be reached with `$1`, `$2`, etc. the script,

```
#!/bin/sh

echo "The first argument is: $1, second argument is: $2, third argument is: $3"
```

Can be run with,

```
myfile.sh dogs cats birds
```

and prints,

```
The first argument is: dogs, second argument is: cats, third argument is: birds
```

Now we need to loop through each argument and decide what to do with it. A script like

```
for i in $1 $2 $3 $4 ; do
    <statements>
done
```



```
done
```

doesn't give us much flexibility. The `shift` keyword is meant to make things easier. It shifts up all the arguments by one place so that `$1` gets the value of `$2`, `$2` gets the value of `$3` and so on. (`!=` tests if the "`$1`" is not equal to "", i.e. if it is empty and is hence past the last argument.) Try:

```
while test "$1" != "" ; do
    echo $1
    shift
done
```

and run the program with lots of arguments. Now we can put any sort of condition statements within the loop to process the arguments in turn:

```
#!/bin/sh

function usage ()
{
5     echo "Usage:"
    echo "      myprog.sh [--test|--help|--version] [--echo <text>]"
}

while test "$1" != "" ; do
10     case $1 in
        --echo|-e)
            echo "$2"
            shift

            ;;
        --test|-t)
15         echo "you used the --test option"

            ;;
        --help|-h)
            usage
            exit 0

            ;;
        --version|-v)
20         echo "myprog.sh version 0.0.3"
            exit 0

            ;;
        -*)
25         echo "Error: no such option $1"
            usage
            exit 1

            ;;
    esac
    shift
30 done
```

`myprog.sh` can now run with multiple arguments on the command-line.

## 7.9 More on command-line arguments: \$@ and \$0

Whereas `$1`, `$2`, `$3` etc. expand to the individual arguments passed to the program, `$@` expands to **all** arguments. This is useful for passing all remaining arguments onto a second command. For instance,

```

if test "$1" = "--special" ;
then
    shift
    myprog2.sh $@
fi

```

\$0 means the name of the program itself and not any command line argument. It is the command used to invoke the current program. In the above cases it will be `./myprog.sh`. Note that \$0 is immune to `shift`'s.

## 7.10 Single forward quote notation

Single forward quotes `'` **protect** the enclosed text from the shell. In other words, you can place any odd characters inside forward quotes and the shell will treat them literally and reproduce your text exactly. For instance you may want to echo an actual \$ to the screen to produce an output like `costs $1000`. You can use `echo 'costs $1000'` instead of `echo "costs $1000"`.

## 7.11 Double quote notation

Double quotes `"` have the opposite sense to single quotes. They allow **all** shell interpretations to take place inside them. The reason they are used at all is only to group text containing white-space into a single word, because the shell will usually break up text along whitespace boundaries. Try `for i in "henry john mary sue" ; do echo "$i is a person" ; done`, compared to `for i in henry john mary sue ; do echo $i is a person ; done`.

## 7.12 Backward quote substitution

Backward quotes ``` have a special meaning to the shell. When a command is inside backward quotes it means that the command should be run and its **output** substituted in place of the backquotes. Take for example the `cat` command. Create a small file `to_be_catted` with only the text `daisy` inside it. Create a shell script

```

X=`cat to_be_catted`
echo $X

```

The value of `X` is set to the output of the `cat` command, which in this case is the word `daisy`. This is a powerful tool. Consider the `expr` command:

```

X=`expr 100 + 50 '*' 3`
echo $X

```

Hence we can use `expr` and backquotes to do mathematics inside our shell script. Here is a function to calculate factorials. Note how we enclose the `*` in forward quotes. This is to prevent the shell from thinking that we want it to expand the `*` into matching file-names:


```

function factorial ()
{
    N=$1
    A=1
    while test $N -gt 0 ; do

```

10

```
    A=`expr $A '*' $N`  
    N=`expr $N - 1`  
done  
echo $A
```

We can see that the square braces used further above can actually suffice for most of the times where we would like to use `expr`. (However `$[ ]` notation is an extension of the GNU  shells, and is not a standard feature on all variants of UNIX.) We can now run `factorial 20` and see the output. If we would like to assign the output to a variable, this can be done with, `X=`factorial 20``.



## Chapter 8

# Streams and sed — the stream editor

### 8.1 Introduction

↘ The ability to use pipes is one of the powers of UNIX. This is one of the principle deficiencies of some non-UNIX systems. Pipes used on the command line as explained in this section are a neat trick, but Pipes used inside C programs enormously simplify program interaction. Without pipes, huge amounts of complex and buggy code usually needs to be written to perform simple tasks. It is hoped that these ideas will give the reader an idea of why UNIX is such a ubiquitous and enduring standard.↖ The commands `grep`, `echo`, `df` and so on print some output to the screen. In fact, what is happening on a lower level is that they are printing characters one by one into a theoretical data *stream* (also called a *pipe*) called the *stdout* pipe. The shell itself performs the action of reading those characters one by one and displaying them on the screen. The word *pipe* itself means exactly that: a program places data in the one end of a funnel while another program reads that data from the other end. The reason for pipes is to allow two separate programs to perform simple communications with each other. In this case, the program is merely communicating with the shell in order to display some output.

The same is true with the `cat` command explained previously. This command run with no arguments reads from the *stdin* pipe. By default this is the keyboard. One further pipe is the *stderr* pipe which a program writes error messages to. It is not possible to see whether a program message is caused by the program writing to its *stderr* or *stdout* pipe, because usually both are directed to the screen. Good programs however always write to the appropriate pipes to allow output to be specially separated for diagnostic purposes if need be.

### 8.2 Tutorial

Create a text file with lots of lines that contain the word GNU and one line that contains the word GNU as well the word Linux. Then do `grep GNU myfile.txt`. The result is printed to *stdout* as usual. Now try `grep GNU myfile.txt > gnu_lines.txt`. What is happening here is that the output of the `grep` command is being *redirected* into a file. The `> gnu_lines.txt` tells the shell to create a new file `gnu_lines.txt` and fill it with any output from *stdout*, instead of displaying the output as it usually does. If the file already exists, it will be *truncated* ↘ Shortened to zero length ↖.

Now suppose you want to append further output to this file. Using `>>` instead of `>` will **not** truncate the file but append any output to it. Try this:

```
echo "morestuff" >> gnu_lines.txt
```

Then view the contents of `gnu_lines.txt`.

## 8.3 Piping using | notation

The real power of pipes is when one program can read from the output of another program. Consider the `grep` command which reads from `stdin` when given no arguments: run `grep` with one argument on the command line:

```
# grep GNU
A line without that word in it
Another line without that word in it
A line with the word GNU in it
A line with the word GNU in it
I have the idea now
^C
#
```

`grep`'s default is to read from `stdin` when no files are given. As you can see, it is doing its usual work of printing out lines that have the word `GNU` in them. Hence lines containing `GNU` will be printed twice - as you type them in and again when `grep` reads them and decides that they contain `GNU`.

Now try `grep GNU myfile.txt | grep Linux`. The first `grep` outputs all lines with the word `GNU` in them to `stdout`. The `|` tells that all `stdout` is to be typed as `stdin` (us we just did above) into the next command, which is also a `grep` command. The second `grep` command scans that data for lines with the word `Linux` in them. `grep` is often used this way as a *filter* ↘ Something that screens data. ↙ and be used multiple times eg. `grep L myfile.txt | grep i | grep n | grep u | grep x`.

The `<` character redirects the contents of a file in place of `stdin`. In other words, the contents of a file replaces what would normally come from a keyboard. Try:

```
grep GNU < gnu_lines.txt
```

## 8.4 A complex piping example

In a previous chapter we used `grep` on a dictionary to demonstrate regular expressions. This is how a dictionary of words can be created (your dictionary may however be under `/var/share/` or under `aspell` instead):

```
cat /usr/lib/ispell/english.hash | strings | tr 'A-Z' 'a-z' \
| grep '^[a-z]' | sort -u > mydict
```

↘ A backslash `\` as the last character on a line indicates that the line is to be continued. You can leave out the `\` but then you must leave out the newline as well. ↙ The file `english.hash` contains the UNIX dictionary normally used for spell checking. With a bit of filtering you can create a dictionary that will make solving crossword puzzles a breeze. First we use the command `strings` explained previously to extract readable bits of text. Here we are using its alternate mode of operation where it reads from `stdin` when no files are specified on its command-line. The command `tr` (abbreviated from *translate* see the `tr` man page.) then converts upper to lower case. The `grep` command then filters out lines that do not start with a letter. Finally the `sort` command sorts the words in alphabetical order. The `-u` option stands for unique, and specifies that there should be not duplicate lines of text. Now try `less mydict`.

## 8.5 Redirecting streams with >&

Try the command `ls nofile.txt > A`. `ls` should give an error message if the file doesn't exist. The error message is however displayed, and not written into the file `A`. This is because `ls` has written its error message to `stderr`

while `>` has only redirected stdout. The way to get both stdout and stderr to both go to the same file is to use a *redirection operator*. As far as the shell is concerned, stdout is called 1 and stderr is called 2, and commands can be appended with a *redirection* like `2>&1` to dictate that stderr is to be mixed into the output of stdout. The actual words stderr and stdout are only used in C programming. Try the following:

```
touch existing_file
rm -f non-existing_file
ls existing_file non-existing_file
```

`ls` will output two lines: a line containing a listing for the file `existing_file` and a line containing an error message to explain that the file `non-existing_file` does not exist. The error message would have been written to stderr or *file descriptor* number 2, and the remaining line would have been written to stdout or *file descriptor* number 1. Next we try

```
ls existing_file non-existing_file 2>A
cat A
```

Now A contains the error message, while the remaining output came to the screen. Now try,

```
ls existing_file non-existing_file 1>A
cat A
```

The notation `1>A` is the same as `>A` because the shell assumes that you are referring to file descriptor 1 when you don't specify any. Now A contains the stdout output, while the error message has been redirected to the screen. Now try,

```
ls existing_file non-existing_file 1>A 2>&1
cat A
```

Now A contains both the error message and the normal output. The `>&` is called a *redirection operator*. `x>&y` tells to write pipe `x` into pipe `y`. **Redirection is specified from right too left on the command line.** Hence the above command means to mix stderr into stdout and **then** to redirect stdout to the file A. Finally,

```
ls existing_file non-existing_file 2>A 1>&2
cat A
```

We notice that this has the same effect, except that here we are doing the reverse: redirecting stdout into stderr, and then redirecting stderr into a file A. To see what happens if we redirect in reverse order, we can try,

```
ls existing_file non-existing_file 2>&1 1>A
cat A
```

which means to redirect stdout into a file A, and **then** to redirect stderr into stdout. This will therefore not mix stderr and stdout because the redirection to A came first.

## 8.6 Using sed to edit streams

`ed` used to be the standard text *editor* for UNIX. It is cryptic to use, but is compact and programmable. `sed` stands for *stream editor*, and is the only incarnation of `ed` that is commonly used today. `sed` allows editing of files non-interactively. In the way that `grep` can search for words and filter lines of text; `sed` can do search-replace operations and insert and delete lines into text files. `sed` is one of those programs with no man page to speak of. Do `info sed`

to see `sed`'s comprehensive `info` pages with examples. The most common usage of `sed` is to replace words in a stream with alternative words. `sed` reads from `stdin` and writes to `stdout`. Like `grep`, it is line buffered which means that it reads one line in at a time and then writes that line out again after performing whatever editing operations. Replacements are typically done with:

```
cat <file> | sed -e 's/<search-regexp>/<replace-text>/<option>' \
> <resultfile>
```

where *search-regexp* is a regular expression, *replace-text* is the text you would like to replace each found occurrence with, and *option* is nothing or `g`, which means to replace every occurrence in the same line (usually `sed` just replaces the first occurrence of the regular expression in each line). (There are other *options*, see the `sed` `info` page.) For demonstration, type

```
sed -e 's/e/E/g'
```

and type out a few lines of english text.

`sed` is actually an extremely powerful and important system of editing. A complete overview will be done later. Here we will concentrate on searching and replacing regular expressions.

## 8.7 Regular expression sub-expressions

The section explains how to do the apparently complex task of moving text around within lines. Consider for example the output of `ls`: now say you want to automatically strip out only the size column — `sed` can do this sort of editing using the special `\( \)` notation to group parts of the regular expression together. Consider the following example:

```
sed -e 's/\(<[^\ ]*>\)\([^\ ]*\)\(\<[^\ ]*>\)/\3\2\1/g'
```

Here `sed` is searching for the expression `\<.[^\ ]*>[^\ ]*\<.[^\ ]*>`. From the chapter on regular expressions, we can see that it matches a whole word, an arbitrary amount of whitespace, and then another whole word. The `\( \)` groups these three so that they can be referred to in *replace-text*. Each part of the regular expression inside `\( \)` is called a *sub-expression* of the regular expression. Each sub-expression is numbered — namely `\1`, `\2` etc. Hence `\1` in *replace-text* is the first `\<[^\ ]*>`, `\2` is `[^\ ]*`, and finally, `\3` is the second `\<[^\ ]*>`. Now test to see what happens when you run this:

```
sed -e 's/\(<[^\ ]*>\)\([^\ ]*\)\(\<[^\ ]*>\)/\3\2\1/g'
GNU Linux is cool
Linux GNU cool is
```

To return to our `ls` example (note that this is just an example, to count file sizes you should rather use the `du` command), think about if we would like to sum the bytes sizes of all the files in a directory:

```
expr 0 `ls -l | grep '^-' | \
sed 's/^\([^\ ]*\)\([^\ ]*\)\{4,4\}\([^\ ]*\).*$/ + \2/'`
```

We know that `ls -l` output lines start with `-` for ordinary files. So we use `grep` to strip lines not starting with `-`. If we do an `ls -l`, we see the output is divided into four columns of stuff we are not interested in, and then a number indicating the size of the file. A column (or *field*) can be described by the regular expression `[^\ ]*[^\ ]*`, i.e. a length of text with no whitespace, followed by a length of whitespace. There are four of these, so we bracket it with `\( \)`, and then use the `\{ \}` notation to indicate that we want exactly 4. After that comes our number `[0-9]*`, and then any trailing characters which we are not interested in, `.*$`. Notice here that we have neglected to



use `\< \>` notation to indicate whole words. This is because *sed* tries to match the maximum number of characters legally allowed, and in the situation we have here, has exactly the same effect.

If you haven't yet figured it out, we are trying to get that column of bytes sizes into the format like,

```
+ 438
+ 1525
+ 76
+ 92146
```

... so that `expr` can understand it. Hence we replace each line with sub-expression `\2` and a leading `+` sign. Backquotes give the output of this to `expr`, which sums them studiously, ignoring any newline characters as though the summation were typed in on a single line. There is one minor problem here: the first line contains a `+` with nothing before it, which will cause `expr` to complain. To get around this, we can just add a `0` to the expression, so that it becomes `0 + ...`.



## Chapter 9

# Processes and environment variables

### 9.1 Introduction

On UNIX, when you run a program (like any of the shell commands you have been using) the actual computer instructions are read out of a file on disk out of one of the `/bin/` directories and placed in *RAM* \Random Access Memory — the memory chips on your motherboard. ↵. The program then gets executed in memory and becomes a *process*. A *process* is some command/program/shell-script that is being run (or *executed*) in memory. When the process is finished running, it is removed from memory. There are usually about 50 processes running simultaneously at any one time on a system with one person logged in. The *CPU* \Central Processing Unit — the actual 386/486 or whatever chip that sits on your motherboard.↵ hops between each of them to give a share of its *execution time* \Time given to carry out the instructions of a particular program. Note this is in contrast to Windows or DOS where the program itself has to allow the others a share of the CPU: under UNIX, the process has no say in the matter. ↵. Each process is given a process number called the *PID* (Process ID). Besides the memory actually occupied by the process, the process itself ceases addition memory for its operations.

In the same way that a file is owned by a particular user and group, a process also has an owner — usually the person who ran the program. Whenever a process tries to access a file, its ownership is compared to that of the file to decide if the access is permissible. Because all devices are files, the only way a process can do *anything* is through a file, and hence file permission restrictions are the only kind of restrictions there need ever be on UNIX. This is how UNIX security works.

### 9.2 Tutorial

Login on a terminal and type the command `ps`. You should get some output like:

PID	TTY	STAT	TIME	COMMAND
5995	2	S	0:00	/bin/login -- myname
5999	2	S	0:00	-bash
6030	2	R	0:00	ps

`ps` with no options shows 3 processes to be running. These are the only three processes visible to you as a user, although there are other system processes not belonging to you. The first process was the program that logged you in by displaying the login prompt and requesting a password. It then ran a second process called `bash`, the Bourne Again Shell \The Bourne shell was the original UNIX shell↵, where you have been typing commands. Finally you ran `ps`, hence it must have found itself when it checked for what processes were running, but then exited immediately afterward.

### 9.2.1 Controlling jobs

The shell has many facilities for controlling and executing processes — this is called job control. Create a small script called `proc.sh`:

```
#!/bin/sh
echo "proc.sh: is running"
sleep 1000
```

Run the script with `chmod 0755 proc.sh` and then `./proc.sh`. The shell will *block* waiting for the process to exit. Now hit `^Z` means to hold down the Ctrl key and press the Z key. This will *stop* the process. Now do a `ps` again. You will see your script listed. However it is not presently running because it is in the condition of being stopped. Type `bg` standing for *background*. The script will now be un-stopped and run in the background. You can now run other processes in the mean time. Type `fg` and the script will return to the *foreground*. You can then type `^C` to interrupt the process.

#### Creating background processes

Create a program that does something a little more interesting:

```
#!/bin/sh
echo "proc.sh: is running"
while true ; do
    echo -e '\a'
    sleep 2
done
```

Now perform the `^Z`, `bg`, `fg` and `^C` operations from before. To put a process immediately into the background, you can use:

```
./proc.sh &
```

The **JOB CONTROL** section of the `bash` man page (`bash(1)`) looks like this:

*Job control* refers to the ability to selectively stop (*suspend*) the execution of processes and continue (*resume*) their execution at a later point. A user typically employs this facility via an interactive interface supplied jointly by the system's terminal driver and **bash**.

The shell associates a *job* with each pipeline. What does this mean? It means that each time you execute something in the background, it gets its own unique number called the job number. It keeps a table of currently executing jobs, which may be listed with the **jobs** command. When **bash** starts a job asynchronously (in the *background*), it prints a line that looks like:

```
[1] 25647
```

indicating that this job is job number 1 and that the process ID of the last process in the pipeline associated with this job is 25647. All of the processes in a single pipeline are members of the same job. **Bash** uses the *job* abstraction as the basis for job control.

To facilitate the implementation of the user interface to job control, the system maintains the notion of a *current terminal process group ID*. Members of this process group (processes whose process group ID

is equal to the current terminal process group ID) receive keyboard-generated signals such as **SIGINT**. These processes are said to be in the *foreground*. *Background* processes are those whose process group ID differs from the terminal's; such processes are immune to keyboard-generated signals. Only foreground processes are allowed to read from or write to the terminal. Background processes which attempt to read from (write to) the terminal are sent a **SIGTTIN (SIGTTOU)** signal by the terminal driver, which, unless caught, suspends the process.

If the operating system on which **bash** is running supports job control, **bash** allows you to use it. Typing the *suspend* character (typically **^Z**, Control-Z) while a process is running causes that process to be stopped and returns you to **bash**. Typing the *delayed suspend* character (typically **^Y**, Control-Y) causes the process to be stopped when it attempts to read input from the terminal, and control to be returned to **bash**. You may then manipulate the state of this job, using the **bg** command to continue it in the background, the **fg** command to continue it in the foreground, or the **kill** command to kill it. A **^Z** takes effect immediately, and has the additional side effect of causing pending output and typeahead to be discarded.

There are a number of ways to refer to a job in the shell. The character **%** introduces a job name. Job number *n* may be referred to as **%n**. A job may also be referred to using a prefix of the name used to start it, or using a substring that appears in its command line. For example, **%ce** refers to a stopped **ce** job. If a prefix matches more than one job, **bash** reports an error. Using **??ce**, on the other hand, refers to any job containing the string **ce** in its command line. If the substring matches more than one job, **bash** reports an error. The symbols **%%** and **%+** refer to the shell's notion of the *current job*, which is the last job stopped while it was in the foreground. The *previous job* may be referenced using **%-**. In output pertaining to jobs (e.g., the output of the **jobs** command), the current job is always flagged with a **+**, and the previous job with a **-**.

Simply naming a job can be used to bring it into the foreground: **%1** is a synonym for **"fg %1"**, bringing job 1 from the background into the foreground. Similarly, **"%1 &"** resumes job 1 in the background, equivalent to **"bg %1"**.

The shell learns immediately whenever a job changes state. Normally, **bash** waits until it is about to print a prompt before reporting changes in a job's status so as to not interrupt any other output. If the **-b** option to the **set** builtin command is set, **bash** reports such changes immediately. (See also the description of **notify** variable under **Shell Variables** above.)

If you attempt to exit **bash** while jobs are stopped, the shell prints a message warning you. You may then use the **jobs** command to inspect their status. If you do this, or try to exit again immediately, you are not warned again, and the stopped jobs are terminated.

### 9.2.2 killing a process, sending a process a signal

To terminate a process, use the **kill** command:

```
kill <PID>
```

The **kill** command actually sends a signal to the process causing it to execute some function. In some cases, the developers would not have bothered to account for this signal and some default behaviour happens.

To send a signal to a process you can name the signal on the command-line or use its numerical equivalent:

```
kill -SIGTERM 12345
```

or

```
kill -15 12345
```

Which is the signal that `kill` normally sends: the *termination* signal.


To unconditionally terminate a process:

```
kill -SIGKILL 12345
```

or

```
kill -9 12345
```

Which should only be used as a last resort.

It is cumbersome to have to constantly look up the PID of a process. Hence the GNU  utilities have a command `killall` which sends a signal to all processes of the same name:

```
killall -<signal> <process_name>
```

This is useful when you are sure that there is only one of a process running, either because there is no one else logged in on the system, or because you are not logged in as super user.

The list of signals can be gotten from `signal(7)`.

### 9.2.3 List of common signals

**SIGHUP** *Hang up*. If the terminal becomes disconnected from a process, this signal is sent automatically to the process. Sending a process this signal often causes it to reread its configuration files, so it is useful instead of restarting the process. Always check the man page to see if a process has this behaviour.

**SIGINT** *Interrupt* from keyboard. Issued if you press `^C`.

**SIGQUIT** *Quit* from keyboard. Issued if you press `^D`.

**SIGFPE** *Floating Point Exception*. Issued automatically to a program performing some kind of illegal mathematical operation.

**SIGKILL** *Kill* Signal. This is one of the signals that can never be *caught* by a process. If a process gets this signal it **has** to quit immediately and will not perform any clean-up operations (like closing files or removing temporary files). You can send a process a `SIGKILL` signal if there is no other means of destroying it.

**SIGSEGV** *Segmentation Violation*. Issued automatically when a process tries to access memory outside of its allowable address space. I.e. equivalent to a **Fatal Exception** under Windows. Note that programs with bugs or programs in the process of being developed often get these. A program receiving a `SIGSEGV` however can never cause the rest of the system to be compromised. If the kernel itself were to receive such an error, it would cause the system to come down, but such is extremely rare.

**SIGPIPE** *Pipe* died. A program was writing to a pipe, the other end of which is no longer available.

**SIGTERM** *Terminate*. Cause the program to quit gracefully

### 9.2.4 Niceness of processes, and scheduling priority

All processes are allocated execution time by the kernel. If all processes were allocated the same amount of time, performance would obviously get worse as the number of processes increased. The kernel uses heuristics \Sets of rules. to guess how much time each process should be allocated. The kernel tries to be fair, hence when two users are competing for CPU usage, they should both get the same.

Most processes spend their time waiting for either a key press, or some network input, or some device to send data, or some time to elapse. They hence do not consume CPU.

On the other hand, when more than one process runs flat out, it can be difficult for the kernel to decide if it should be given greater *priority*, than another process. What if a process is doing some more important operation than another process? How does the kernel tell? The answer is the UNIX feature of *scheduling priority* or *niceness*. Scheduling priority ranges from +20 to -20. You can set a process's niceness with the `renice` command.

```
renice <priority> <pid>
renice <priority> -u <user>
renice <priority> -g <group>
```

A typical example is the *SETI* \SETI stands for Search for Extraterrestrial Intelligence. SETI is an initiative funded by various obscure sources to scan the skies for radio signals from other civilisations. The data that SETI gathers has to be intensively processed. SETI distributes part of that data to anyone who wants to run a `seti` program in the background. This puts the idle time of millions of machines to "good" use. There is even a SETI screen-saver that has become quite popular. Unfortunately for the colleague in my office, he runs `seti` at -19 instead of +19 scheduling priority, so nothing on his machine works right. On the other hand, I have inside information that the millions of other civilisations in this galaxy and others are probably not using radio signals to communicate at all :-)\ program. Set its priority to +19 with:

```
renice +19 <pid>
```

to make it disrupt your machine as little as possible.

**Note that nice values have the reverse meaning that you would expect: +19 means a process that eats *little* CPU, while -19 is a process that eats *lots*. Only superuser can set processes to negative nice values.**

Mostly multimedia applications and some device utilities will be the only processes that need negative renicing, and most of these will have their own command-line options to set the nice value. See for example `cdrecord(1)` and `mikmod(1)` — a negative nice value will prevent skips in your playback \LINUX will soon have so called *real time* process scheduling. This is a kernel feature that reduces scheduling *latency* (the gaps between CPU execution time of a process, as well as the time it takes for a process to wake.) There are already some kernel patches that accomplish this.\.

Also useful is the `-u` and `-g` options which set the priority of all the processes that a user or group owns.

Further, there is the `nice` command which starts a program under a defined niceness relative to the current nice value of the present user. For example

```
nice +<priority> <pid>
nice -<priority> <pid>
```

Finally, there is the `snice` command which can set, but also display the current niceness. This command doesn't seem to work.

```
snice -v <pid>
```

### 9.2.5 Listing process CPU/Memory consumption with `top`

The `top` command sorts all process by their CPU and memory consumption and displays *top* twenty or so in a table. `top` is to be used whenever you want to see whats hogging your system. `top -q -d 2` is useful for scheduling the `top` command itself to a high priority, so that it is sure to refresh its listing without lag. `top -n 1 -b > top.txt` is useful for listing all process, and `top -n 1 -b -p <pid>` prints info on one process.

`top` has some useful interactive responses to key presses:

**f** Shows a list of displayed fields that you can alter interactively. By default the only fields shown are USER PRI NI SIZE RSS SHARE STAT %CPU %MEM TIME COMMAND which is usually what you are most interested in. (The field meanings are given below.)

**r** renices a process.

**k** kills a process.

The `top` man page describes the field meanings. Some of these are confusing and assume knowledge of the internals of C programs. The main question people ask is: **How much memory is a process using?** This is given by the RSS field, which stands for *Resident Set Size*. RSS means the amount of RAM that a process consumes alone. The following show totals for *all* process running on my system (which had 65536 kilobytes RAM at the time.). They represent the total of the SIZE, RSS and SHARE fields respectively.

```
echo `echo '0 ' ; top -q -n 1 -b | sed -e '1,/PID *USER *PRI/D' | \
    awk '{print "+" $5}' | sed -e 's/M/\\*1024/'` | bc
68016

5 echo `echo '0 ' ; top -q -n 1 -b | sed -e '1,/PID *USER *PRI/D' | \
    awk '{print "+" $6}' | sed -e 's/M/\\*1024/'` | bc
58908

10 echo `echo '0 ' ; top -q -n 1 -b | sed -e '1,/PID *USER *PRI/D' | \
    awk '{print "+" $7}' | sed -e 's/M/\\*1024/'` | bc
30184
```

The SIZE represents the total memory usage of a process. RSS is the same, but excludes memory not needing actual RAM (this would be memory swapped to the swap partition). SHARE is the amount shared between processes.

Other fields are described by the `top` man page as:

**uptime** This line displays the time the system has been up, and the three load averages for the system. The load averages are the average number of process ready to run during the last 1, 5 and 15 minutes. This line is just like the output of `uptime(1)`. The uptime display may be toggled by the interactive `l` command.

**processes** The total number of processes running at the time of the last update. This is also broken down into the number of tasks which are running, sleeping, stopped, or undead. The processes and states display may be toggled by the `t` interactive command.

**CPU states** Shows the percentage of CPU time in user mode, system mode, niced tasks, and idle. (Niced tasks are only those whose nice value is negative.) Time spent in niced tasks will also be counted in system and user time, so the total will be more than 100%. The processes and states display may be toggled by the `t` interactive command.

**Mem** Statistics on memory usage, including total available memory, free memory, used memory, shared memory, and memory used for buffers. The display of memory information may be toggled by the `m` interactive command.

**Swap** Statistics on swap space, including total swap space, available swap space, and used swap space. This and Mem are just like the output of `free(1)`.



- PID** The process ID of each task.
- PPID** The parent process ID each task.
- UID** The user ID of the task's owner.
- USER** The user name of the task's owner.
- PRI** The priority of the task.
- NI** The nice value of the task. Negative nice values are lower priority. (Actually *higher* — quoted directly from the man page: seems to a typo.)
- SIZE** The size of the task's code plus data plus stack space, in kilobytes, is shown here.
- TSIZE** The code size of the task. This gives strange values for kernel processes and is broken for ELF processes.
- DSIZE** Data + Stack size. This is broken for ELF processes.
- TRS** Text resident size.
- SWAP** Size of the swapped out part of the task.
- D** Size of pages marked dirty.
- LIB** Size of use library pages. This does not work for ELF processes.
- RSS** The total amount of physical memory used by the task, in kilobytes, is shown here. For ELF processes used library pages are counted here, for a.out processes not.
- SHARE** The amount of shared memory used by the task is shown in this column.
- STAT** The state of the task is shown here. The state is either S for sleeping, D for uninterruptible sleep, R for running, Z for zombies, or T for stopped or traced. These states are modified by a trailing *j* for a process with negative nice value, N for a process with positive nice value, W for a swapped out process (this does not work correctly for kernel processes).
- WCHAN** depending on the availability of either /boot/psdatabase or the kernel link map /boot/System.map this shows the address or the name of the kernel function the task currently is sleeping in.
- TIME** Total CPU time the task has used since it started. If cumulative mode is on, this also includes the CPU time used by the process's children which have died. You can set cumulative mode with the S command line option or toggle it with the interactive command S. The header line will then be changed to CTIME.
- %CPU** The task's share of the CPU time since the last screen update, expressed as a percentage of total CPU time per processor.
- %MEM** The task's share of the physical memory.
- COMMAND** The task's command name, which will be truncated if it is too long to be displayed on one line. Tasks in memory will have a full command line, but swapped-out tasks will only have the name of the program in parentheses (for example, "(getty)").

### 9.2.6 Environment's of processes

Each process that runs does so with the knowledge of several *var=value* text pairs. All this means is that a process can look up the value of some variable that it may have inherited from its parent process. The complete list of these text pairs is called the *environment* of the process, and each *var* is called an *environment variable*. Each process has its own environment, which is copied from the parent processes environment.

After you have logged in and have a shell prompt, the process you are using (the shell itself) is just like any other process with an environment with environment variables. To get a complete list of these variables, just type:

```
set
```

This is useful to find the value of an environment variable whose name you are unsure of:

```
set | grep <regexp>
```

Try `set | grep PATH` to see the `PATH` environment variable discussed previously.

The purpose of an environment is just to have an alternative way of passing parameters to a program (in addition to command-line arguments). The difference is that an environment is inherited from one process to the next: i.e. a shell might have certain variable set (like the `PATH`) and may run a file manager which may run a word-processor. The word-processor inherited its environment from file-manager which inherited its environment from the shell.

Try

```
X="Hi there"  
echo $X
```

You have set a variable. But now run

```
bash
```

You have now run a new process which is a *child* of the process you were just in. Type

```
echo $X
```

You will see that `X` is not set. This is because the variable was not *exported* as an environment variable, and hence was not inherited. Now type

```
exit
```

Which returns you to the *parent* process. Then

```
export X  
bash  
echo $X
```

You will see that the new `bash` now knows about `X`.

Above we are setting an arbitrary variable for our own use. `bash` (and many other programs) automatically set many of their own environment variables. The `bash` man page lists these (when it talks about *unsetting* a variable, it means using the command `unset <variable>`). You may not understand some of these at the moment, but they are included here as a complete reference for later:

### Shell Variables

The following variables are set by the shell:

**PPID** The process ID of the shell's parent.

**PWD** The current working directory as set by the `cd` command.

**OLDPWD** The previous working directory as set by the `cd` command.

**REPLY** Set to the line of input read by the `read` builtin command when no arguments are supplied.

- UID** Expands to the user ID of the current user, initialized at shell startup.
- EUID** Expands to the effective user ID of the current user, initialized at shell startup.
- BASH** Expands to the full pathname used to invoke this instance of **bash**.
- BASH\_VERSION** Expands to the version number of this instance of **bash**.
- SHLVL** Incremented by one each time an instance of **bash** is started.
- RANDOM** Each time this parameter is referenced, a random integer is generated. The sequence of random numbers may be initialized by assigning a value to **RANDOM**. If **RANDOM** is unset, it loses its special properties, even if it is subsequently reset.
- SECONDS** Each time this parameter is referenced, the number of seconds since shell invocation is returned. If a value is assigned to **SECONDS**, the value returned upon subsequent references is the number of seconds since the assignment plus the value assigned. If **SECONDS** is unset, it loses its special properties, even if it is subsequently reset.
- LINENO** Each time this parameter is referenced, the shell substitutes a decimal number representing the current sequential line number (starting with 1) within a script or function. When not in a script or function, the value substituted is not guaranteed to be meaningful. When in a function, the value is not the number of the source line that the command appears on (that information has been lost by the time the function is executed), but is an approximation of the number of *simple commands* executed in the current function. If **LINENO** is unset, it loses its special properties, even if it is subsequently reset.
- HISTCMD** The history number, or index in the history list, of the current command. If **HISTCMD** is unset, it loses its special properties, even if it is subsequently reset.
- OPTARG** The value of the last option argument processed by the **getopts** builtin command (see **SHELL BUILTIN COMMANDS** below).
- OPTIND** The index of the next argument to be processed by the **getopts** builtin command (see **SHELL BUILTIN COMMANDS** below).
- HOSTTYPE** Automatically set to a string that uniquely describes the type of machine on which **bash** is executing. The default is system-dependent.
- OSTYPE** Automatically set to a string that describes the operating system on which **bash** is executing. The default is system-dependent.

There are also many variables that **bash** uses which may be set by the user. These are:

The following variables are used by the shell. In some cases, **bash** assigns a default value to a variable; these cases are noted below.

- IFS** The *Internal Field Separator* that is used for word splitting after expansion and to split lines into words with the **read** builtin command. The default value is "<space><tab><newline>".
- PATH** The search path for commands. It is a colon-separated list of directories in which the shell looks for commands (see **COMMAND EXECUTION** below). The default path is system-dependent, and is set by the administrator who installs **bash**. A common value is `"/usr/gnu/bin:/usr/local/bin:/usr/ucb/bin:/usr/bin:."`
- HOME** The home directory of the current user; the default argument for the **cd** builtin command.
- CDPATH** The search path for the **cd** command. This is a colon-separated list of directories in which the shell looks for destination directories specified by the **cd** command. A sample value is `''.:~/usr''`.
- ENV** If this parameter is set when **bash** is executing a shell script, its value is interpreted as a filename containing commands to initialize the shell, as in `.bashrc`. The value of **ENV** is subjected to parameter expansion, command substitution, and arithmetic expansion before being interpreted as a pathname. **PATH** is not used to search for the resultant pathname.

- MAIL** If this parameter is set to a filename and the **MAILPATH** variable is not set, **bash** informs the user of the arrival of mail in the specified file.
- MAILCHECK** Specifies how often (in seconds) **bash** checks for mail. The default is 60 seconds. When it is time to check for mail, the shell does so before prompting. If this variable is unset, the shell disables mail checking.
- MAILPATH** A colon-separated list of pathnames to be checked for mail. The message to be printed may be specified by separating the pathname from the message with a '?'. `$_` stands for the name of the current mailfile. Example:  
`MAILPATH='/usr/spool/mail/bfox? "You have mail":~/shell-mail?"$_ has mail!"'`  
**Bash** supplies a default value for this variable, but the location of the user mail files that it uses is system dependent (e.g., `/usr/spool/mail/$USER`).
- MAIL\_WARNING** If set, and a file that **bash** is checking for mail has been accessed since the last time it was checked, the message "The mail in *mailfile* has been read" is printed.
- PS1** The value of this parameter is expanded (see **PROMPTING** below) and used as the primary prompt string. The default value is "**bash** \$".
- PS2** The value of this parameter is expanded and used as the secondary prompt string. The default is ">".
- PS3** The value of this parameter is used as the prompt for the *select* command (see **SHELL GRAMMAR** above).
- PS4** The value of this parameter is expanded and the value is printed before each command **bash** displays during an execution trace. The first character of **PS4** is replicated multiple times, as necessary, to indicate multiple levels of indirection. The default is "+".
- HISTSIZE** The number of commands to remember in the command history (see **HISTORY** below). The default value is 500.
- HISTFILE** The name of the file in which command history is saved. (See **HISTORY** below.) The default value is `~/.bash.history`. If unset, the command history is not saved when an interactive shell exits.
- HISTFILESIZE** The maximum number of lines contained in the history file. When this variable is assigned a value, the history file is truncated, if necessary, to contain no more than that number of lines. The default value is 500.
- OPTERR** If set to the value 1, **bash** displays error messages generated by the **getopts** builtin command (see **SHELL BUILTIN COMMANDS** below). **OPTERR** is initialized to 1 each time the shell is invoked or a shell script is executed.
- PROMPT\_COMMAND** If set, the value is executed as a command prior to issuing each primary prompt.
- IGNOREEOF** Controls the action of the shell on receipt of an **EOF** character as the sole input. If set, the value is the number of consecutive **EOF** characters typed as the first characters on an input line before **bash** exits. If the variable exists but does not have a numeric value, or has no value, the default value is 10. If it does not exist, **EOF** signifies the end of input to the shell. This is only in effect for interactive shells.
- TMOUT** If set to a value greater than zero, the value is interpreted as the number of seconds to wait for input after issuing the primary prompt. **Bash** terminates after waiting for that number of seconds if input does not arrive.
- FCEDIT** The default editor for the **fc** builtin command.
- IGNORE** A colon-separated list of suffixes to ignore when performing filename completion (see **READLINE** below). A filename whose suffix matches one of the entries in **IGNORE** is excluded from the list of matched filenames. A sample value is ".o:".
- INPUTRC** The filename for the readline startup file, overriding the default of `~/.inputrc` (see **READLINE** below).

**notify** If set, **bash** reports terminated background jobs immediately, rather than waiting until before printing the next primary prompt (see also the **-b** option to the **set** builtin command).

#### **history\_control**

**HISTCONTROL** If set to a value of *ignorespace*, lines which begin with a **space** character are not entered on the history list. If set to a value of *ignoredups*, lines matching the last history line are not entered. A value of *ignoreboth* combines the two options. If unset, or if set to any other value than those above, all lines read by the parser are saved on the history list.

**command\_oriented\_history** If set, **bash** attempts to save all lines of a multiple-line command in the same history entry. This allows easy re-editing of multi-line commands.

**glob\_dot\_filenames** If set, **bash** includes filenames beginning with a **'.'** in the results of pathname expansion.

**allow\_null\_glob\_expansion** If set, **bash** allows pathname patterns which match no files (see **Pathname Expansion** below) to expand to a null string, rather than themselves.

**histchars** The two or three characters which control history expansion and tokenization (see **HISTORY EXPANSION** below). The first character is the *history expansion character*, that is, the character which signals the start of a history expansion, normally **'!**'. The second character is the *quick substitution* character, which is used as shorthand for re-running the previous command entered, substituting one string for another in the command. The default is **'^'**. The optional third character is the character which signifies that the remainder of the line is a comment, when found as the first character of a word, normally **'#'**. The history comment character causes history substitution to be skipped for the remaining words on the line. It does not necessarily cause the shell parser to treat the rest of the line as a comment.

**nolinks** If set, the shell does not follow symbolic links when executing commands that change the current working directory. It uses the physical directory structure instead. By default, **bash** follows the logical chain of directories when performing commands which change the current directory, such as **cd**. See also the description of the **-P** option to the **set** builtin ( **SHELL BUILTIN COMMANDS** below).

#### **hostname\_completion\_file**

**HOSTFILE** Contains the name of a file in the same format as */etc/hosts* that should be read when the shell needs to complete a hostname. The file may be changed interactively; the next time hostname completion is attempted **bash** adds the contents of the new file to the already existing database.

**noclobber** If set, **bash** does not overwrite an existing file with the **>**, **>&**, and **<>** redirection operators. This variable may be overridden when creating output files by using the redirection operator **>|** instead of **>** (see also the **-C** option to the **set** builtin command).

**auto\_resume** This variable controls how the shell interacts with the user and job control. If this variable is set, single word simple commands without redirections are treated as candidates for resumption of an existing stopped job. There is no ambiguity allowed; if there is more than one job beginning with the string typed, the job most recently accessed is selected. The *name* of a stopped job, in this context, is the command line used to start it. If set to the value *exact*, the string supplied must match the name of a stopped job exactly; if set to *substring*, the string supplied needs to match a substring of the name of a stopped job. The *substring* value provides functionality analogous to the **%?** job id (see **JOB CONTROL** below). If set to any other value, the supplied string must be a prefix of a stopped job's name; this provides functionality analogous to the **%** job id.

**no\_exit\_on\_failed\_exec** If this variable exists, a non-interactive shell will not exit if it cannot execute the file specified in the **exec** builtin command. An interactive shell does not exit if **exec** fails.

**cdable\_vars** If this is set, an argument to the **cd** builtin command that is not a directory is assumed to be the name of a variable whose value is the directory to change to.



# Chapter 10

## Mail

*Electronic Mail* or *email* is the way most people first come into contact with the internet. Although you may have used email in a graphical environment, here we will show you how mail was first intended to be used on a multi-user system. To a large extent what applies here is really what is going on in the background of any system that supports mail.

A mail message is a block of text sent from one user to another using some mail command or mailer program. Although a mail message will usually be also be accompanied by a *subject* explaining what the mail is about. The idea of mail is that a message can be sent to someone even though he may not be logged in at the time and the mail will be stored for him until he is around to read it. An email address is probably familiar to you, such as: `bruce@kangeroo.co.au`. This means that `bruce` has a user account on a computer called `kangeroo.co.au`. The text after the `@` is always the name of the machine. Today's Internet does not obey this exactly, but there is always a machine that `bruce` **does** have an account on where mail is eventually sent. ↘ That machine is also usually a Unix machine, because Unix machines are the most reliable when it comes to such things. It is not uncommon for a simple mail server to have uptimes of years. ↙

When mail is received for you (from another user on the system or from a user from another system) it is appended to the file `/var/spool/mail/<username>` called the *mail file* or *mail box file*. Where `<username>` is your login name. You then run some program which interprets your mail file, allowing you to browse the file as a sequence of mail messages and read and reply to them.

An actual addition to your mail file might look like this:

```
5 From maynard@iafrica.com Mon Jun 1 21:20:21 1998
Return-Path: <maynard@iafrica.com>
Received: from lava.cranzgot.co.za (root@lava.cranzgot.co.za [192.168.2.254])
    by ra.cranzgot.co.za (8.8.7/8.8.7) with ESMTP id VAA11942
    for <psheer@icon.co.za>; Mon, 1 Jun 1998 21:20:20 +0200
10 Received: from mail450.icon.co.za (mail450.icon.co.za [196.26.208.3])
    by lava.cranzgot.co.za (8.8.5/8.8.5) with ESMTP id VAA19357
    for <psheer@icon.co.za>; Mon, 1 Jun 1998 21:17:06 +0200
Received: from smtp02.iafrica.com (smtp02.iafrica.com [196.7.0.140])
    by mail450.icon.co.za (8.8.8/8.8.8) with SMTP id VAA02315
    for <psheer@icon.co.za>; Mon, 1 Jun 1998 21:24:21 +0200 (GMT)
15 Received: from default [196.31.19.216] (fullmoon)
    by smtp02.iafrica.com with smtp (Exim 1.73 #1)
    id 0ygTDL-00041u-00; Mon, 1 Jun 1998 13:57:20 +0200
20 Message-ID: <357296DF.60A3@iafrica.com>
Date: Mon, 01 Jun 1998 13:56:15 +0200
From: a person <maynard@iafrica.com>
Reply-To: maynard@iafrica.com
Organization: private
X-Mailer: Mozilla 3.01 (Win95; I)
MIME-Version: 1.0
To: paul sheer <psheer@icon.co.za>
Subject: hello
Content-Type: text/plain; charset=us-ascii
25 Content-Transfer-Encoding: 7bit
```



```

Status: RO
X-Status: A

hey paul
30 its me
how r u doing
i am well
what u been upot
hows life
35 hope your well
amanda

```

Each mail message begins with a `From` at the beginning of a line, followed by a space. Then comes the *mail header*, explaining where the message was routed from to get it to your mail box, who sent the message, where replies should go to, the subject of the mail, and various other fields. Above, the header is longer than the mail messages. Examine the header carefully.

The header ends with the first blank line. The message itself (or *body*) starts right after. The next header in the file will once again start with a `From`. `From`'s on the beginning of a line **never** exist within the body. If they do, the mailbox is considered to be corrupt.

Some mail readers store their messages in a different format. However the above format (called the *mbx* format) is the most common for UNIX.

## 10.1 Sending and reading mail

The simplest way to send mail is to use the `mail` command. Type `mail -s "hello there" <username>`. `mail` will then wait for you to type out your message. When you are finished, enter a `.` on its own on a single line. The username will be another user on your system. If no one else is on your system then send mail to `root` with `mail -s "Hello there" root` or `mail -s "Hello there" root@localhost` (if the `@` is not present then local machine, `localhost`, is implied).

You can use `mail` to view your mailbox. This is a primitive utility in comparison to modern graphical mail readers but is probably the only mail reader that can handle arbitrary sized mailboxes. Sometimes you may get a mailbox that is over a gigabyte in size, and `mail` is the only way to delete messages from it. To view your mailbox, type `mail`, and then `z` to read your next window of messages, and `z-` to view the previous window. Most commands work like *command message\_number*, eg `delete 14` or `reply 7` etc. The message number is the left column with an `N` next to it for new mail, etc.

For the state of the art in terminal based mail readers, try `mutt` and `pine`.

There are also some graphical mail readers in various stages of development. At the time I am writing this, I have been using `balsa` for a few months, which was the best mail reader I could find.

## 10.2 The SMTP protocol — sending mail raw to port 25

To send mail, it is actually not necessary to have a mail client at all. The mail client just follows *SMTP* (Simple Mail Transfer Protocol), which you can type in from the keyboard.

For example, you can send mail by *telneting* to *port 25* of a machine that has an *MTA* (Mail Transfer Agent — also called the *mailer daemon*) running.

This is in fact how, so-called, *anonymous mail* or *spam mail* \\_ *Spam* is a term used to indicate unsolicited email — that is junk mail that is posted in bulk to large numbers of arbitrary email address. This is considered unethical Internet practice. \\_ is sent on the Internet. A mailer daemon runs in most small institutions in the world, and has the simple task of receiving mail requests and relaying them onto other mail servers. Try this for example (obviously substituting `mail.cranzgot.co.za` for the name of a mail server that you normally use):



```

[root@cericon tex]# telnet mail.cranzgot.co.za 25
Trying 192.168.2.1...
Connected to 192.168.2.1.
Escape character is '^]'.
5 220 ra.cranzgot.co.za ESMTP Sendmail 8.9.3/8.9.3; Wed, 2 Feb 2000 14:54:47 +0200
HELO cericon.cranzgot.co.za
250 ra.cranzgot.co.za Hello cericon.ctn.cranzgot.co.za [192.168.3.9], pleased to meet you
MAIL FROM:psheer@icon.co.za
250 psheer@icon.co.za... Sender ok
10 RCPT TO:maynard@iafrica.com
250 maynard@iafrica.com... Recipient ok
DATA
354 Enter mail, end with "." on a line by itself
hi there
15 heres a short message
.
250 OAA04620 Message accepted for delivery
QUIT
20 221 ra.cranzgot.co.za closing connection
Connection closed by foreign host.
[root@cericon tex]#

```

The above causes the message “hi there here is a short message” to be delivered to maynard@iafrica.com (the *ReCiPient*). Of course I can enter any address that I like as the sender, and it can be difficult to determine who sent the message.

Now, you may have tried this and got a rude error message. This might be because the MTA is configured **not** to relay mail except from specific trusted machines — say only those machines within that organisation. In this way anonymous email is prevented.

On the other hand, if you are connecting to the very users own mail server, it has to necessarily receive the mail. Hence the above is a useful way to supply a bogus FROM address and thereby send mail almost anonymously. By “almost” I mean that the mail server would still have logged the machine from which you connected and the time of connection.



## Chapter 11

# Managing User Accounts and User Ownerships

### 11.1 Users and Groups

UNIX intrinsically \xrightarrow{\text{To the innermost degree}} supports multiple users. Each user has a personal *home* directory `/home/<username>` in which their own files are stored, hidden from other users.

So far you may have been using the machine as the `root` user, who is the system administrator and has complete access to every file on the system. The home directory of the `root` user is `/root`. **Note that there is an ambiguity here: the *root* directory is the top most directory, known as the `/` directory. The `root` user's home directory is `/root` and is called the *home directory of root*.**

Other than `root`, every other user has limited access to files and directories. Always use your machine as a normal user. Login as `root` only to do system administration. This will save you from the destructive power that the `root` user has. Here we will show how to manually and automatically create new users.

Users are also divided into sets, called *groups*. A user may belong to several groups and there can be as many groups on the system as you like. Each group is defined by a list of users that are part of that set. In addition each user has a group of the same name, to which only he belongs.

### 11.2 File ownerships

Each file on a system is *owned* by a particular user and also *owned* by a particular group. When you do an `ls -al` you can see the user that owns the file in the third column and the group that owns the file in the fourth column (these will often be identical indicating that the file's group is a group to which only the user belongs). To change the ownership of the file simply use the `chown`, *change ownerships*, command as follows.

```
chown <user>[:<group>] <filename>
```

### 11.3 The password file `/etc/passwd`

The only place in the whole system where a user name is registered is in this file \xrightarrow{\text{One exception to this rule is the SMB package which emulates a Windows NT shared network drive. Because of the rather odd way that Windows stores encrypted passwords, a

completely separate password file is required for this package into `/etc/smbpasswd`. Once a user is added to this file, they *exist* on the system. If you might have thought that user accounts were stored in some unreachable dark corner then this should dispel this idea. This is also known as the *password* file to administrators. View this file with `less`:

```

root:x:0:0:Paul Sheer:/root:/bin/bash
bin:x:1:1:bin:/bin:
daemon:x:2:2:daemon:/sbin:
adm:x:3:4:adm:/var/adm:
5 lp:x:4:7:lp:/var/spool/lpd:
sync:x:5:0:sync:/sbin:/bin/sync
shutdown:x:6:0:shutdown:/sbin:/sbin/shutdown
halt:x:7:0:halt:/sbin:/sbin/halt
mail:x:8:12:mail:/var/spool/mail:
10 news:x:9:13:news:/var/spool/news:
uucp:x:10:14:uucp:/var/spool/uucp:
gopher:x:13:30:gopher:/usr/lib/gopher-data:
ftp:x:14:50:FTP User:/home/ftp:
nobody:x:99:99:Nobody:/:
15 alias:x:501:501:/:var/qmail/alias:/bin/bash
paul:x:509:510:Paul Sheer:/home/paul:/bin/bash
jack:x:511:512:Jack Robbins:/home/jack:/bin/bash
silvia:x:511:512:Silvia Smith:/home/silvia:/bin/bash

```

Above is an extract of my own password file. Each user is stored on a separate line. Many of these are not human login accounts, but are used by other programs.

Each line contains seven *fields* separated by colons. The account for `jack` looks like this:

**jack** The user's login name.

**x** The user's encrypted password. If this is an `x`, it indicates that it is stored in a separate file, `/etc/shadow`. This *shadow* password file is a later addition to UNIX systems that contains additional information about the user.

**511** The user's user identification number, *UID*. This is used by programs as short alternative to the user's login name. In fact, internally, the login name is never used, only the UID.

**512** The user's group identification number, *GID*. Similar applies to the GID. Groups will be discussed later.

**Jack Robbins** The user's full name. Few programs ever make use of this field.

**/home/jack** The user's home directory. The `HOME` environment variable will be set to this when the user logs in.

**/bin/bash** The shell to start when the user logs in.

## 11.4 The shadow password file /etc/shadow

The problem with traditional `passwd` files is that they had to be *world readable*. Everyone on the system can read the file in order for programs to extract information about the user: such as the user's full name. This means that everyone can see the encrypted password in the second field. Anyone can copy any other user's password field and then try billions of different passwords to see if they match. If you have a hundred users on the system, there is bound to be several that chose passwords that match some word in the dictionary. The so-called *dictionary* attack will simply try all 80000 English words until a match is found. If you think you are clever to add a number in front of an easy-to-guess dictionary word, password cracking algorithms know about these as well. And about every other trick you can think of. To solve this problem the shadow password file was invented. The shadow password file is used only for *authentication* — verifying that the user is the genuine owner of the account — and is not world readable — there is no

information in the shadow password file that a common program will ever need — no regular user has permission see the encrypted password field. The fields are colon separated just like the `passwd` file.

Here is an example line from a `/etc/shadow` file:

```
jack:Q,Jp1.or6u2e7:10795:0:99999:7:-1:-1:134537220
```

**jack** The user's login name.

**Q,Jp1.or6u2e7** The user's encrypted password known as the *hash* of the password. This is the user's 8 character password with a *one way hash function* applied to it. It is simply a mathematical algorithm applied to the password that is known to produce a unique result for each password. To demonstrate: the (rather poor) password `Loghimin` hashes to `:1Z1F.0VSRRuCs:` in the shadow file. An almost identical password `loghimin` gives a completely different hash `:CavHIpD1W.cmG:`. Hence trying to guess the password from the hash can only be done by trying every possible password, and is therefore considered computationally expensive *but not impossible*. To check if an entered password matches, just apply the identical mathematical algorithm to it: if it matches then the password is correct. This is how the login command works. Sometimes you will see a `*` in place of a hashed password. This means that the account has been disabled.

**10795** Days since the January 1, 1970 that the password was last changed.

**0** Days before which password may not be changed. Usually zero. This field is not often used.

**99999** Days after which password must be changed. This is also rarely used, and will be set to 99999 by default.

**7** Days before password is to expire that user is warned of pending password expiration.

**-1** Days after password expires that account is considered inactive and disabled. `-1` is used to indicate infinity — i.e. to mean we are effectively not using this feature.

**-1** Days since January 1, 1970 when account will be disabled.

**134537220** Flag reserved for future use.

## 11.5 The groups file `/etc/group` and the `groups` command

On a UNIX system you may want to give a number of users the same access rights. For instance, you may have five users that should be allowed to access some privileged file, and another ten users that are allowed to run a certain program. You can *group* these users into, for example, two groups `previl` and `wproc` and then make the relevant file and directories owned by that group with, say,

```
chown root:previl /home/somefile
chown root:wproc /usr/lib/wproc
```

*Permissions* \explained later\ will dictate the kind of access, but for the mean time, the file/directory must at least be *owned* by that group.

The `/etc/group` file is also colon separated. A line might look like this:

```
wproc:x:524:jack,mary,henry,arthur,sue,lester,fred,sally
```

**wproc** The name of the group. There should really also be a user of this name as well.

**x** The groups password. This field is usually set with an `x` and is not used.

524 The GID *group ID*. This must be unique in the groups file.

**jack,mary,henry,arthur,sue,lester,fred,sally** The list of users that belong to the group. This must be comma separated with no spaces.

## The groups command

You can obviously study the group file to find out which groups a user belongs to. That is, not “which users is a group comprised of”, which is easy to see at a glance, but when there are a lot of groups it can be tedious to scan through the entire file. The `groups` command prints out this information.

## 11.6 Manually creating a user account

The following steps will create a user account:

**/etc/passwd entry** To create an entry in this file, simply edit it and copy an existing line. When editing configuration files, never write out a line from scratch if it has some kind of special format. Always copy an existing entry that has proven itself to be correct, and then edit in the appropriate changes. This will prevent you from making errors. Always add users from the bottom and try to preserve the “pattern” of the file — i.e. if you see numbers increasing, make yours fit in; if you are adding a normal user, add it after the existing lines of normal users. Each user must have a unique UID and should usually have a unique GID. So if you are adding a line to the end of the file, make your new UID and GID the same as the last line but incremented by one.

**/etc/shadow entry** Create a new shadow password entry. At this stage you do not know what the hash is, so just make it a \*. You can set the password with the `passwd` command later.

**/etc/group entry** Create a new group entry for the user’s group. Make sure the number in the group entry matches that in the `passwd` file.

**/etc/skel** This directory contains a template home directory for the user. Copy the entire directory and all its contents into `/home` directory, renaming it to the name of the user. In the case of our jack example, you should have a directory `/home/jack`.

**Home directory ownerships** You need to now change the ownerships of the home directory to match the user. The command `chown -R jack:jack /home/jack` will accomplish this.

**Setting the password** Use `passwd <username>` to set the users password.

## 11.7 Automatically creating a user account — `useradd` and `groupadd`

The above process is tedious. Two commands that perform all these updates automatically are `useradd`, `userdel` and `usermod`. The man pages will explain the use of these commands in detail. Note that different flavours of UNIX have different commands to do this. Some may even have graphical programs or web interfaces to assist in creating users.

In addition, there are the commands `groupadd`, `groupdel` and `groupmod` which do the same with respect to groups.

## 11.8 User logins

### The `login` command

A user most often gains access to the system through the `login` program. This looks up the UID and GID from the `passwd` and `group` file, and authenticates the user.

The following is quoted from the `login` man page:

**login** is used when signing onto a system. It can also be used to switch from one user to another at any time (most modern shells have support for this feature built into them, however).

If an argument is not given, **login** prompts for the username.

If the user is *not* root, and if `/etc/nologin` exists, the contents of this file are printed to the screen, and the login is terminated. This is typically used to prevent logins when the system is being taken down.

If special access restrictions are specified for the user in `/etc/usertty`, these must be met, or the log in attempt will be denied and a **syslog** \System error log program — `syslog` writes all system messages are to the file `/var/log/messages`] message will be generated. See the section on "Special Access Restrictions".

If the user is root, then the login must be occurring on a tty listed in `/etc/securetty` \If this file is not present, then root logins will be allowed from anywhere. It is worth deleting this file if your machine is protected by a firewall and you would like to easily login from another machine on your LAN \Local Area Network — see Chapter 25.1\ . If `/etc/securetty` is present, then logins are only allowed from the terminals it lists.\ . Failures will be logged with the **syslog** facility.

After these conditions are checked, the password will be requested and checks (if a password is required for this username). Ten attempts are allowed before **login** dies, but after the first three, the response starts to get very slow. Login failures are reported via the **syslog** facility. This facility is also used to report any successful root logins.

If the file `.hushlogin` exists, then a "quiet" login is performed (this disables the checking of the checking of mail and the printing of the last login time and message of the day). Otherwise, if `/var/log/lastlog` exists, the last login time is printed (and the current login is recorded).

Random administrative things, such as setting the UID and GID of the tty are performed. The `TERM` environment variable is preserved, if it exists (other environment variables are preserved if the `-p` option is used). Then the `HOME`, `PATH`, `SHELL`, `TERM`, `MAIL`, and `LOGNAME` environment variables are set. `PATH` defaults to `/usr/local/bin:/bin:/usr/bin:` \Note that the `.` — the current directory — is listed in the `PATH`. This is only the default `PATH` however.\ for normal users, and to `/sbin:/bin:/usr/sbin:/usr/bin` for root. Last, if this is not a "quiet" login, the message of the day is printed and the file with the user's name in `/usr/spool/mail` will be checked, and a message printed if it has non-zero length.

The user's shell is then started. If no shell is specified for the user in `/etc/passwd`, then `/bin/sh` is used. If there is no directory specified in `/etc/passwd`, then `/` is used (the home directory is checked for the `.hushlogin` file described above).

### The `set user`, `su` command

To temporarily become another user, you can use the `su` program:

```
su jack
```

This will prompt you for a password unless you are the root user to start off with. This does nothing more than change the current user to have the access rights of `jack`. Most environment variables will remain the same. The `HOME`, `LOGNAME` and `USER` environment variables will be set to `jack`, but all other environment variables will be inherited. `su` is therefore not the same as a normal login.

To use su to give you the equivalent of a login, do

```
su - jack
```

This will cause all initialisation scripts that are normally run when the user logs in to be executed. What actually happens is that the subsequent shell is started with a `-` in front of the zero'th argument. This makes the shell read the user's personal profile. The `login` command also does this. Hence after running `su` with the `-` option, you are as though you had logged in with the `login` command.

## The `who`, `w` and `users` commands to see who is logged in

`who` and `w` gives list of users logged into the system and how much CPU they are using etc. `who --help` gives:

```
Usage: who [OPTION]... [ FILE | ARG1 ARG2 ]
```

```
-H, --heading      print line of column headings
-i, -u, --idle      add user idle time as HOURS:MINUTES, . or old
-m                only hostname and user associated with stdin
-q, --count         all login names and number of users logged on
-s                (ignored)
-T, -w, --mesg      add user's message status as +, - or ?
  --message         same as -T
  --writable         same as -T
  --help            display this help and exit
  --version         output version information and exit
```

If `FILE` is not specified, use `/var/run/utmp`. `/var/log/wtmp` as `FILE` is common.

If `ARG1 ARG2` given, `-m` presumed: `'am i'` or `'mom likes'` are usual.

A little more information can be gathered from the `info` pages for this command. The idle time indicates how long since the user has last pressed a key. Most often, one just types `who -Hiw`.

`w` is similar. Its man page says:

`w` displays information about the users currently on the machine, and their processes. The header shows, in this order, the current time, how long the system has been running, how many users are currently logged on, and the system load averages for the past 1, 5, and 15 minutes.

The following entries are displayed for each user: login name, the tty name, the remote host, login time, idle time, JCPU, PCPU, and the command line of their current process.

The JCPU time is the time used by all processes attached to the tty. It does not include past background jobs, but does include currently running background jobs.

The PCPU time is the time used by the current process, named in the "what" field.

Finally, from a shell script the `users` command is useful for just seeing who is logged in. You can use in a shell script, for example:

```
for user in `users` ; do
  <etc>
```

## The `id` command and *effective* UID



`id` prints your *real* and *effective* UID and GID. A user will normally have a UID and a GID but may also have an effective UID and GID as well. The real UID and GID are what a process will generally think you are logged in as. The effective UID and GID are the actual access permissions that you have when trying to read, write and execute files. These will be discussed in more detail later (possibly unwritten) chapters.



## Chapter 12

# Using Internet Services

This chapter should make you aware of the various methods for transferring files and data over the Internet, and remotely accessing UNIX machines.

### 12.1 telnet and rlogin

telnet is a program for talking to a UNIX network service. It is most often used to do a remote login. Try

```
telnet <remote_machine>
telnet localhost
```

to login to your remote machine. It needn't matter if there is no physical network, network services always work regardless, because the machine always has an internal link to itself.

rlogin is like a minimal version of telnet that allows login access only. You can type

```
rlogin -l <username> <remote_machine>
rlogin -l jack localhost
```

if the system is configured to support remote logins.

### 12.2 FTP

FTP stands for *File Transfer Protocol*. If FTP is set up on your local machine, then other machines can download files. Type

```
ftp metalab.unc.edu
```

or

```
ncftp metalab.unc.edu
```

ftp was the tradition command-line UNIX FTP *client* ↘ “client” always indicates the user program accessing some remote service.↵, while *ncftp* is a more powerful client that will not always be installed.

You will now be inside an FTP *session*. You will be asked for a login name and a password. The site `metalab.unc.edu` is one that allows *anonymous* logins. This means that you can type `anonymous` as your username, and then anything you like as a password. You will notice that it will ask you for an email address as your password. Any sequence of letters with a `@` symbol will suffice, but you should put your actual email address out of politeness.

The FTP session is like a reduced shell. You can type `cd`, `ls` and `ls -al` to view file lists. `help` brings up a list of commands and you can also type `help <command>` to get help on a specific command. You can download a file using the `get <filename>` command, but before you do this, you must set the *transfer type* to *binary*. The *transfer type* indicates whether or not new-line characters will be translated to DOS format or not. Typing `ascii` turns this on, while `binary` turns it off. You may also want to enter `hash` which will print a `#` for every 1024 bytes of download. This is useful to watch the progress of a file. Goto a directory that has a `README` file in it and enter,

```
get README
```

The file will be downloaded into your current directory.

You can also `cd` to the `/incoming` directory and upload files. Try,

```
put README
```

to upload the file that you have just downloaded. Most FTP sites have an `/incoming` directory which is flushed periodically.

FTP allows far more than just uploading of files, although the administrator has the option to restrict access to any further features. You can create directories, change ownerships and do almost anything you can on a local file system.

If you have several machines on a LAN, all should have FTP enabled to allow users to easily copy files between machines. configuring the FTP server will be dealt with later.

## 12.3 finger

`finger` is a service for telling who is logged in on a remote system. Try `finger @<hostname>` to see who is logged in on `<hostname>`. The *finger* service will often be disabled on machines for security reasons.

## 12.4 Sending files by email

### uuencode and uudecode

Mail is becoming used more and more for transferring files between machines. It is bad practice to send mail messages over 64 kilobytes over the Internet because it tends to excessively load mail servers. Any file larger than 64 kilobytes should be uploaded by FTP onto some common FTP server. Most small images are smaller than this size, hence sending a small JPEG \A common internet image file format. These are especially compressed and are usually under 100 kilobytes for a typical screen sized photograph.\ image is considered acceptable.

To send files by mail if you have to is best accomplished using `uuencode`. This utility takes binary files and packs them into a format that mail servers can handle. If you send a mail message containing arbitrary binary data, it will more than likely be corrupted in the way, because mail agents are only designed to handle a limited range of characters. `uuencode` takes a binary file and represents it in allowable characters albeit taking up slightly more space.

Here is a neat trick to pack up a directory and send it to someone by mail.

```
tar -czf - <mydir> | uuencode <mydir>.tar.gz \  
| mail -s "Here are some files" <user>@<machine>
```

To unpack a uuencoded file, use the `uudecode` command:

```
uudecode <myfile>.uu
```

## MIME encapsulation

Most mail readers have the ability to *attach* files to mail messages and read these attachments. The way they do this is not with `uuencode` but in a special format known as *MIME encapsulation*. MIME is way of representing multiple files inside a single mail message. The way binary data is handled is similar to `uuencode`, but in a format known as *base64*.

If needed, there are two useful command-line utilities in the same vein as `uuencode` that can create and extract MIME messages. These are `mpack` and `munpack`.



# Chapter 13

## LINUX resources

Very often it is not even necessary to connect to the Internet to find the information you need. Chapter 16 contains a description of most of the documentation on a LINUX distribution.

It is however essential to get the most up to date information where security and hardware driver support is concerned. It is also fun and worthwhile to interact with LINUX users from around the globe. The rapid development of free software could mean that you may miss out on important new features that could streamline IT services. Hence reviewing web news, reading newsgroups and subscribing to mailing lists are essential parts of a system administrators role.

### 13.1 FTP sites and the sunsite mirror

The `metalab.unc.edu` FTP site is considered the primary site for free software the world over. It is mirrored in almost every country that has a significant IT infrastructure.

Our local South Africa mirror's are `ftp.is.co.za` in the directory `/linux/sunsite`, and also somewhere on the site `ftp.sdn.co.za`.

It is advisable to browse around these ftp sites. In particular you should try to find the locations of:

- The directory where all sources for official GNU packages are stored. This would be a mirror of the Free Software Foundation's FTP archives. These are packages that were commissioned by the FSF, and not merely released under the GPL. The FSF will distribute them in source form (`.tar.gz`) for inclusion into various distributions. They will of course compile and work under any UNIX.
- The mirror of the metalab. This is known as the sunsite mirror because it used to be called `metalab.unc.edu`. It contains enumerable UNIX packages in source and binary form, categorised in a directory tree. For instance, mail clients have their own directory with many mail packages inside. `metalab` is the place where a new developer can host some new software that they have produced. There are instructions on the FTP site to upload software and to request it to be placed into a directory.
- The kernel sources. This is a mirror of the kernel archives where Linus and other maintainers upload new *stable* \\_ Meaning that the software is well tested and free of serious bugs. \\_ and *beta* \\_ Meaning that the software is in its development stages. \\_ kernel versions and kernel patches.
- The various distributions. RedHat, Debian© and possibly other popular distributions will be mirrored.

This list is by no means exhaustive. Depending on the willingness of the site maintainer, there may be mirrors to far more sites from around the world.

The FTP site is how you will download free software. Often, maintainers will host their software on a web site, but every popular package will almost always have an FTP site where versions are persistently stored. An example is `lava.cranzgot.co.za` in the directory `/pub/linux/cooledit` where the author's own **Cooledit** package is distributed — the layout is typical of an FTP site.

## 13.2 HTTP — web sites

Most users should already be familiar with using a web browser. You should also become familiar with the concept of a *web search*. This is when you point your web browser to a popular search engine like `http://infoseek.go.com/`, `http://www.altavista.com/` or `http://www.yahoo.com/` and search for a particular key word. Searching is a bit of a black art with the billions of web pages out there. Always consult the search engine's advanced search options to see how you can do more complex searches than just plain word searches.

The web sites in the FAQ (excluding the list of known distributions) should all be consulted to get a overview on some of the primary sites of interest to LINUX users.

Especially important is that you keep up to do with the latest LINUX news. I find the *Linux Weekly News* `http://lwn.net/` excellent for this. Also, The famous (and infamous) *SlashDot* `http://slashdot.org/` web site gives daily updates about “stuff that matters” and therefore contains a lot about free software.

*Fresh Meat* `http://freshmeat.net/` is a web site devoted to new software releases. You will find new or updated packages uploaded every few hours or so.

*Linux Planet* `http://www.linuxplanet.com/` seems to be a new (?) web site that I just found while writing this. It looks like it contains lots of tutorial information on LINUX.

Realistically though, a new LINUX web site is created every week; almost anything prepended or append to “linux” is probably a web site already.

## 13.3 Mailing lists

A mailing list is a special address that when posted to, automatically sends email a long list of other addresses. One usually subscribes to a mailing list by sending some especially formatted email, or requesting a subscription from the mailing list manager.

Once you have subscribed to a list, any email you post to the list will be sent to every other subscriber, and every other subscribers posts to the list will be sent to you.

There are mostly three types of mailing lists. Those over the *majordomo* type, those of the *listserv* type, and those of the *\*-request* type.

### Majordomo and Listserv

To subscribe to the *majordomo* type variety send mail message to `majordomo@<machine>` with no subject and a one line message:

```
subscribe <mailing-list-name>
```


This will subscribe you to the mailing list `<mailing-list-name>@<machine>`, where messages are posted to.

Do the same for *listserv* type lists, by sending the same message to `listserv@<machine>`.



For instance, if you are an administrator for any machine that is exposed to the Internet you should get on bugtraq. Send an email

```
subscribe bugtraq
```

to `listserv@netSPACE.org`, and become one of the tens of thousands of users that read and report security problems about LINUX .

To *unsubscribe* to a list is just as simple, send an email message,

```
unsubscribe <mailing-list-name>
```

**Never send `subscribe` or `unsubscribe` messages to the mailing list itself. Send `subscribe` or `unsubscribe` messages only to to the address `majordomo@<machine>` or `listserv@<machine>`.**

### \*-request


These can be subscribed to by sending an empty email message to `<mailing-list-name>-request@<machine>` with the word `subscribe` as the subject. The same email with the word `unsubscribe` will remove you from the list.

**Once again, never send `subscribe` or `unsubscribe` messages to the mailing list itself..**

## 13.4 Newsgroups

A newsgroup is a notice board that everyone in the world can see. There are tens of thousands of newsgroups and each group is unique in the world.

The client software you will use to read a newsgroup is called a *news reader*. `rtin` is a popular text mode reader, while `netscape` is graphical.

Newsgroups are named like Internet hosts. One you might be interested in is `comp.os.linux.announce`. The `comp` is the broadest subject description for *computers*, `os` stands for *operating systems*, etc. There are many other `linux` newsgroups devoted to various LINUX  issues.

Newsgroups servers are big hungry beasts. They form a tree like structure on the Internet. When you send mail to a newsgroups it takes about a day or so for the mail you sent to propagate to every other server in the world. Likewise you can see a list of all the messages posted to each newsgroup by anyone anywhere.

Whats the difference between a newsgroup and a mailing list? The advantage of a newsgroup is that you don't have to download the messages your are not interested in. If you are on a mailing list, you get all the mail sent to the list. With a newsgroup you can look at the message list and retrieve only the messages you are interested in.

Why not just put the mailing list on a web page? If you did, then everyone in the world will have to go over international links to get to the web page. It would load the server in proportion to the number of subscribers. This is exactly what SlashDot is. However your newsgroup server is local, hence you retrieve mail over a faster link and save Internet traffic.

## 13.5 RFC's

An indispensable source of information for serious administrators or developers are the RFC's. RFC stands for *Request For Comments*. RFC's are Internet standards written by authorities to define everything about Internet communication. Very often documentation will refer to RFC's. There are also a few nonsense RFC's out there also. For example there is an RFC to communicate using pigeons, and one to facilitate an infinite number of monkeys trying to write the complete works of Shakespeare. Keep a close eye on *slashdot.org* <<http://slashdot.org/>> to catch these.

*metalab.unc.edu* <<ftp://metalab.unc.edu/pub/docs/rfc/>> (and mirrors) has the complete RFC's archived for download. There are about 2500 of them. The index file *rfc-index.txt* is probably where you should start. It has entries like:

```
2045 Multipurpose Internet Mail Extensions (MIME) Part One: Format of
    Internet Message Bodies. N. Freed & N. Borenstein. November 1996.
    (Format: TXT=72932 bytes) (Obsoletes RFC1521, RFC1522, RFC1590)
    (Updated by RFC2184, RFC2231) (Status: DRAFT STANDARD)
5
2046 Multipurpose Internet Mail Extensions (MIME) Part Two: Media
    Types. N. Freed & N. Borenstein. November 1996. (Format: TXT=105854
    bytes) (Obsoletes RFC1521, RFC1522, RFC1590) (Status: DRAFT STANDARD)
```

and,

```
2068 Hypertext Transfer Protocol -- HTTP/1.1. R. Fielding, J. Gettys,
    J. Mogul, H. Frystyk, T. Berners-Lee. January 1997. (Format:
    TXT=378114 bytes) (Status: PROPOSED STANDARD)
```

Well, you get the idea.

## Chapter 14

# Permission and Modification Times

### 14.1 Permissions

Every file and directory on a UNIX system, besides being owned by a user and a group, has access *flags* — a switch that can either be on or off — dictating what kind of access that user and group has to the file.

Doing an `ls -ald /bin/cp /etc/passwd /tmp` will give you a listing:

```
-rwxr-xr-x  1 root    root      28628 Mar 24  1999 /bin/cp
-rw-r--r--  1 root    root       1151 Jul 23 22:42 /etc/passwd
drwxrwxrwt  5 root    root       4096 Sep 25 15:23 /tmp
```

In the left most column are these flags, which give a complete description of the access rights to the file.

The furthest flag to the left is, so far, either `-` or `d` indicating an ordinary file or directory. The remaining nine have a `-` to indicate an unset value or one of several possible characters. Table 14.1 gives a complete description of file system permissions.

### The `chmod` command

The `chmod` command is used to change the permissions of a file. It usually used like:

```
chmod [-R] [u|g|o|a][+|-][r|w|x|s|t] <file> [<file>] ...
```

For example

```
chmod u+x myfile
```

adds execute permissions for the user of myfile. And,

```
chmod a-rx myfile
```

removes *read* and *execute* permissions for *all* — i.e. user, group and other.

The `-R` options once again means *recursive*, diving into subdirectories as usual.


	Possible chars, - for unset	Effect for directories	Effect for files
User, u	r	User can read the contents of the directory.	User can read the file.
	w	With x or s, user can create and remove files in the directory.	User can write to the file.
	x s S	User can access the contents of the files in a directory for x or s. S has no effect.	User can execute the file for x or s. s, known as the <i>setuid</i> bit, means to set the user owner of the subsequent process to that of the file. S has no effect.
Group, g	r	Group can read the contents of the directory.	Group can read the file.
	w	With x or s, group can create and remove files in the directory.	Group can write to the file.
	x s S	Group can access the contents of the files in a directory for x. For s force all files in this directory to the same group as the directory. S has no effect.	Group can execute the file for x or s. s, known as the <i>setgid</i> bit, means to set the group owner of the subsequent process to that of the file. S has no effect.
Other, o	r	Everyone can read the contents of the directory.	Everyone can read the file.
	w	With x or t, everyone can create and remove files in the directory.	Everyone can write to the file.
	x t T	Everyone can access the contents of the files in a directory for x and t. t, is known as the <i>sticky</i> bit, and prevents users from removing files that they do not own, hence they are free to append to the directory, but not remove other users' files. T has no effect.	Group can execute the file for x or t. For t save the processes text image to the swap device so that future loads will be faster (I don't know if this has an effect on LINUX  ). T has no effect.

Table 14.1: File and directory permissions

Permission bits are often represented in their binary form, especially when programming. It is convenient to show the `rw-rw-rw-` set in *octal*, where each digit fits conveniently into three bits. Files on the system are usually created with *mode* 0644, meaning `rw-r--r--`. You can set permissions explicitly with an octal number:

```
chmod 0755 myfile
```

Gives `myfile` the permissions `rw-r-xr-x`.

In the table you can see *s*, the *setuid* or *setgid* bit. If it is used without execute permissions then it has no meaning and is written capitalised as an *S*. This bit effectively colourises a *x* into an *s*, hence you should read an *s* as *execute with* the *setuid* or *setgid* bit set. *t* is known as the *sticky* bit. It also has no meaning if there are no execute permissions and is written as a capital *T*.

The leading 0 can in be ignored, but is preferred in order to be explicit. It *can* take on a value representing the three bits, *setuid* (4), *setgid* (2) and *sticky* (1). Hence a value of 5764 is 101 111 110 100 in binary and gives `-rwsrw-r-T`.

## The `umask` command

`umask` sets the default permissions for newly created files, it is usually 022. This means that the permissions of any new file you create (say with the `touch` command) will be *masked* with this number. 022 hence *excludes* write permissions of group and of other. A `umask` of 006 would exclude read and write permissions of other, but allow read and write of group. Try

```
umask
touch <file1>
ls -al <file1>
umask 026
5 touch <file2>
ls -al <file2>
```

026 is probably closer to the kind of mask we like as an ordinary user. Check your `/etc/profile` file to see what `umask` your login defaults to, when and also why.

## 14.2 Modification times and the `stat` command

In addition to permissions, each file has three integers associated with it that represent in seconds, the last time the file was accessed (read), when it was last modified (written to), and when its permissions were last changed. These are known as the *atime*, *mtime* and *ctime* of a file respectively.

To get a complete listing of the file's permissions, use the `stat` command. Here is the result of `stat /etc`:

```
5 File: "/etc"
Size: 4096          Filetype: Directory
Mode: (0755/drwxr-xr-x)  Uid: (    0/    root)  Gid: (    0/    root)
Device: 3,1  Inode: 14057  Links: 41
Access: Sat Sep 25 04:09:08 1999(00000.15:02:23)
Modify: Fri Sep 24 20:55:14 1999(00000.22:16:17)
Change: Fri Sep 24 20:55:14 1999(00000.22:16:17)
```

The `Size:` quoted here is the actual amount of disk space used in order to store the directory **listing**, and is the same as reported by `ls`. In this case it is probably four disk blocks of 1024 bytes each. The size of a directory as quoted here does **not** mean the sum of all files contained under it.



## Chapter 15

# Symbolic and Hard Links

### 15.1 Soft links

Very often, a file is required to be in two different directories at the same time. Think for example of a configuration file that is required by two different software packages that are looking for the file in different directories. The file could simple be copied, but this would create an administrative nightmare to have to replicate changes in more than one place. Also consider a document that must be present in many directories, but which would be easier to update at one point. *The way two (or more) files can have the same data is with links.*

Try

```
touch myfile
ln -s myfile myfile2
ls -al
cat > myfile
5 a
few
lines
of
text
10 ^D
cat myfile
cat myfile2
```

You will notice that the `ls -al` listing has the letter `l` on the far left next to `myfile2` while the usual `-` next to `myfile`. This indicates that the file is a *soft* link (also known as a *symbolic* link or *symlink*) to some other file.

A *symbolic link* contains no data of its own, only a reference to another file. It can even contain a reference to a directory. In either case, programs operating on the link will actually see the file or directory it points to.

Try

```
mkdir mydir
ln -s mydir mydir2
ls -al .
touch ./mydir/file1
5 touch ./mydir2/file2
ls -al ./mydir
ls -al ./mydir2
```

The directory `mydir2` is a symbolic link to `mydir` and appears as though it is a replica of the original. Once again the directory `mydir2` does not consume additional disk space — a program that reads from the link is unaware that it is seeing into a different directory.

Symbolic links can also be copied and retain their value:

```
cp mydir2 /  
ls -al /  
cd /mydir2
```

You have now copied the link to the root directory. However the link points to a relative path `mydir` in the same directory as the link. Since there is no `mydir` here, an error is raised.

Try

```
rm -f mydir2 /mydir2  
ln -s `pwd`/mydir mydir2  
ls -al
```

Now you will see `mydir2` has an absolute path. You can try

```
cp mydir2 /  
ls -al /  
cd /mydir2
```

and notice that it does now work.

One of the common uses of symbolic links is to make *mounted* (see Section 19.4) file systems accessible from a different directory. For instance, you may have a large directory that has to be split over several physical disks. For clarity, you can mount the disks as `/disk1`, `/disk2` etc. and then link the various sub-directories in a way that makes efficient use of the space you have.

Another example is the linking of `/dev/cdrom` to, say, `/dev/hdc` so that programs accessing the device (see Chapter 18) file `/dev/cdrom`, actually access the correct IDE drive.

## 15.2 Hard links

UNIX allows the data of a file to have more than one name in separate places in the same file system. Such a file with more than one name for the same data is called a *hard linked* file and is very similar to a symbolic link. Try

```
touch mydata  
ln mydata mydata2  
ls -al
```

The files `mydata` and `mydata2` are indistinguishable. They share the same data, and have a 2 in second column of the `ls -al` listing. This means that they are hard linked **twice** (that there are two names for this file).

The reason why hard links are sometimes used in preference to symbolic links is that some programs are not fooled by a symbolic link: if you, say, have a script that uses `cp` to copy a file, it will copy the symbolic link instead of the file it points to. `cp` actually has an option to override this behaviour. A hard link however will always be seen as a real file.

Hard links however cannot be made between files on different file-systems. They also cannot be made between directories.



## Chapter 16

# Pre-installed Documentation

This chapter describes where to find documentation on a common LINUX distribution. This was derived from a RedHat distribution, but this is no less applicable to other distributions, although the exact locations might be different. One difference between distributions is the migration of documentation source from `/usr/???` to `/usr/share/???` — the proper place for them — on account of them being shareable between different machines. See Chapter 35 for *why* documentation goes where it does. In many cases, documentation may not be installed, or be in completely different locations. Unfortunately, I cannot keep track of what the twenty major vendors are doing, so it is likely that this chapter will quickly become out of date.

For many proprietary operating systems, the definitive reference for their operating system are printed texts. For LINUX, much of documentation is written by the authors themselves and is included with the source code. A typical LINUX distribution will package this along with the compiled binaries. Common distributions come with **hundreds of megabytes** of printable, hyper-linked, and plain text documentation. There is often no need to go the World Web Wide unless something is outdated.

If you have not already tried this, run

```
ls -ld /usr/*/doc /usr/**/doc /usr/share/**/doc \
      /opt/*/doc /opt/**/doc
```

This is a somewhat unreliable way to search for potential documentation directories, but gives at least the following list of directories for an official RedHat 7.0 with a complete set of installed packages:

```
/opt/koala/doc           /usr/share/doc
/opt/koala/share/doc     /usr/share/gphoto/doc
/usr/X11R6/doc           /usr/share/lout/doc
/usr/lib/X11/doc         /usr/share/texmf/doc
/usr/local/doc           /usr/share/vim/vim57/doc
```

[

Kernel docs]Kernel documentation: `/usr/src/linux/Documentation/` This contains information on all hardware drivers except graphics. The kernel has built in drivers for networking cards, SCSI controllers, sound cards and so on. Hence if you need to find out if one of these is supported, this is the first place to look.

[  
X docs]X Window System graphics hardware support: `/usr/X11R6/lib/X11/doc/` (This is the same as `/usr/X11R6/doc/`) X installs in a separate directory super structure, In here you will find documentation on all of the graphics hardware supported by X, how to configure X, tweak video modes, cope with incompatible graphics cards, and so on. See Section 43.5 for details.

[  
T<sub>E</sub>X docs]T<sub>E</sub>X and Metafont reference: `/usr/share/texmf/doc/` This is an enormous and comprehensive (and possibly exhaustive) reference to the T<sub>E</sub>X typesetting language and the Metafont font generation package.

[  
L<sup>A</sup>T<sub>E</sub>X docs]L<sup>A</sup>T<sub>E</sub>X HTML documentation: `/usr/share/texmf/doc/latex/latex2e-html/` This is a complete reference to the L<sup>A</sup>T<sub>E</sub>X typesetting language. (This book itself was typeset using L<sup>A</sup>T<sub>E</sub>X.)

[  
FAQ]Frequently Asked Questions: `/usr/doc/FAQ` or `/usr/share/doc/FAQ` This contains some beginners documentation. RedHat seems to no longer ship this with their base set of packages.

[  
HOWTO]Howto's: `/usr/doc/HOWTO` or `/usr/share/doc/HOWTO` This is an excellent source of laymen tutorials for setting up almost any kind of service you can imagine. RedHat seems to no longer ship this with their base set of packages. It is worth listing the contents here to emphasise diversity of topics covered. These are mirrored all over the Internet, hence you should have no problem finding this from a search engine:

3dfx-HOWTO	Danish-HOWTO	Intranet-Server-HOWTO	PPP-HOWTO	Software-Release-Practice-HOWTO
AX25-HOWTO	Distribution-HOWTO	Italian-HOWTO	PalmOS-HOWTO	Sound-HOWTO
Access-HOWTO	ELF-HOWTO	Java-CGI-HOWTO	Parallel-Processing-HOWTO	Sound-Playing-HOWTO
Alpha-HOWTO	Emacspeak-HOWTO	Kernel-HOWTO	Pilot-HOWTO	Spanish-HOWTO
5 Assembly-HOWTO	Esperanto-HOWTO	Keyboard-and-Console-HOWTO	Plug-and-Play-HOWTO	TeX-HOWTO
Bash-Prompt-HOWTO	Ethernet-HOWTO	KickStart-HOWTO	Polish-HOWTO	Text-Terminal-HOWTO
Benchmarking-HOWTO	Finnish-HOWTO	LinuxDoc+Emacs+Ispell-HOWTO	Portuguese-HOWTO	Thai-HOWTO
Beowulf-HOWTO	Firewall-HOWTO	META-FAQ	PostgreSQL-HOWTO	Tips-HOWTO
BootPrompt-HOWTO	French-HOWTO	MGR-HOWTO	Printing-HOWTO	UMSDOS-HOWTO
10 Bootdisk-HOWTO	Ftape-HOWTO	MILO-HOWTO	Printing-Usage-HOWTO	UPS-HOWTO
Busmouse-HOWTO	GCC-HOWTO	MIPS-HOWTO	Quake-HOWTO	UUCP-HOWTO
CD-Writing-HOWTO	German-HOWTO	Mail-HOWTO	README	Unix-Internet-Fundamentals-HOWTO
CDROM-HOWTO	Glibc2-HOWTO	Modem-HOWTO	RPM-HOWTO	User-Group-HOWTO
15 COPYRIGHT	HAM-HOWTO	Multi-Disk-HOWTO	Reading-List-HOWTO	VAR-HOWTO
Chinese-HOWTO	Hardware-HOWTO	Multicast-HOWTO	Root-RAID-HOWTO	VME-HOWTO
Commercial-HOWTO	Hebrew-HOWTO	NET-3-HOWTO	SCSI-Programming-HOWTO	VMS-to-Linux-HOWTO
Config-HOWTO	INDEX.html	NFS-HOWTO	SMB-HOWTO	Virtual-Services-HOWTO
Consultants-HOWTO	INFO-SHEET	NIS-HOWTO	SRM-HOWTO	WWW-HOWTO
20 Cyrillic-HOWTO	IPCHAINS-HOWTO	Networking-Overview-HOWTO	Security-HOWTO	WWW-mSQL-HOWTO
DNS-HOWTO	IPX-HOWTO	Optical-Disk-HOWTO	Serial-HOWTO	XFree86-HOWTO
DOS-Win-to-Linux-HOWTO	IR-HOWTO	Oracle-HOWTO	Serial-Programming-HOWTO	XFree86-Video-Timings-HOWTO
DOS-to-Linux-HOWTO	ISP-Hookup-HOWTO	PCI-HOWTO	Shadow-Password-HOWTO	XWindow-User-HOWTO
DOSEMU-HOWTO	Installation-HOWTO	PCMCIA-HOWTO	Slovenian-HOWTO	

[  
Mini HOWTO]Mini Howto's: `/usr/doc/HOWTO/mini` or `/usr/share/doc/HOWTO/mini` These are smaller quickstart tutorials in the same vein:

3-Button-Mouse	Coffee	IP-Masquerade	Mail2News	Proxy-ARP-Subnet	StarOffice
ADSL	Colour-ls	IP-Subnetworking	Man-Page	Public-Web-Browser	Term-Firewall
ADSM-Backup	Cyrus-IMAP	ISP-Connectivity	Modules	Qmail+MH	TkRat
AI-Alive	DHCP	Install-From-ZIP	Multiboot-with-LILO	Quota	Token-Ring
5 Advocacy	DHCPcd	Kernelld	NCD-X-Terminal	RCS	Ultra-DMA
Alsa-sound	DPT-Hardware-RAID	LBX	NFS-Root	README	Update
Apache+SSL+PHP+fp	Diald	LILLO	NFS-Root-Client	RPM+Slackware	Upgrade

	Automount	Diskless	Large-Disk	Netrom-Node	RedHat-CD	VAIO+Linux
	Backup-With-MSDOS	Ext2fs-Undeletion	Leased-Line	Netscape+Proxy	Remote-Boot	VPN
10	Battery-Powered	Fax-Server	Linux+DOS+Win95+OS2	Netstation	Remote-X-Apps	Vesafb
	Boca	Firewall-Piercing	Linux+FreeBSD	News-Leafsite	SLIP-PPP-Emulator	Visual-Bell
	BogoMips	GIS-GRASS	Linux+FreeBSD-mini-HOWTO	Offline-Mailing	Secure-POP+SSH	Windows-Modem-Sharing
	Bridge	GTEK-BBS-550	Linux+NT-Loader	PLIP	Sendmail+UUCP	WordPerfect
	Bridge+Firewall	Hard-Disk-Upgrade	Linux+Win95	Partition	Sendmail-Address-Rewrite	X-Big-Cursor
15	Bzip2	INDEX	Loadlin+Win95	Partition-Rescue	Small-Memory	XFree86-XInside
	Cable-Modem	INDEX.html	Loopback-Root-FS	Path	Software-Building	Xterm-Title
	Cipe+Masq	IO-Port-Programming	Mac-Terminal	Pre-Installation-Checklist	Software-RAID	ZIP-Drive
	Clock	IP-Alias	Mail-Queue	Process-Accounting	Soundblaster-AWE	ZIP-Install

[

LDP]Linux Documentation Project: `/usr/doc/LDP` or `/usr/share/doc/LDP` These are several online books in HTML format, such as the *System Administrators Guide*, *SAG*, the *Network Administrators Guide*, *NAG*, the *Linux Programmers Guide*, *LPG*. RedHat seems to no longer ship this with their base set of packages.

[

Web docs]Web documentation: `/var/www/html` Some packages may install documentation here so that it goes online automatically if your web server is running. In older distributions this directory was `/home/httpd/html`.

[

Apache docs]Apache Reference: `/var/www/html/manual` Apache keeps this reference material online, so that it is the default web page shown when you install Apache for the first time. Apache is the most popular web server.

[

Package docs]Individual package documentation All packages installed on the system have their own individual documentation directory. A package `foo` will most probably have a documentation directory `/usr/doc/foo` (or `/usr/share/doc/foo`). This most often contains documentation released with the sources of the package, such as release information, feature news, example code, FAQ's that are not part of the FAQ package, etc. If you have a particular interest in a package, you should always scan its directory in `/usr/doc` (or `/usr/share/doc`) or, better still, download its source distribution.

These are the `/usr/doc` (or `/usr/share/doc`) directories that contained more than a trivial amount of documentation for that package. In some cases, the package had complete references. (For example, the complete Python references were contained nowhere else.)

	ImageMagick-5.2.2	gawk-3.0.6	jed-common-0.98.7	ncftp-3.0.1	samba-2.0.7
	LPRng-3.6.24	gcc-2.96	jikes-1.12	ncurses-devel-5.1	sane-1.0.3
	ORBit-0.5.3	gcc-c++-2.96	joystick-1.2.15	netpbm-9.5	sawfish-0.30.3
5	SDL-devel-1.1.4	gcc-chill-2.96	kaffe-1.0.6	netscape-common-4.75	sendmail
	SVGATextMode-1.9	gcc-g77-2.96	kdelibs-devel-1.1.2	nfs-utils-0.1.9.1	sgml-tools-1.0.9
	WindowMaker-0.62.1	gcc-java-2.96	kernel-doc-2.2.16	njamd-0.7.0	shadow-utils-19990827
	XFree86-KOI8-R-1.0	gd-1.8.3	kernel-ibcs-2.2.16	nss_ldap-113	slang-devel-1.4.1
	XFree86-doc-4.0.1	gdb-5.0	kernel-pcmcia-cs-2.2.16	ntp-4.0.99j	slrn-0.9.6.2
	abiword-0.7.10	gdk-pixbuf-0.8.0	krb5-devel-1.2.1	nut-0.44.0	specspo-7.0
10	am-utils-6.0.4s5	gedit-0.9.0	krb5-server-1.2.1	octave-2.0.16	squid-2.3.STABLE4
	amanda-2.4.1pl	ghostscript-5.50	krb5-workstation-1.2.1	openjade-1.3	stunnel-3.8
	aspell-0.32.5	gimp-1.1.25	lam-6.3.3b28	openldap-devel-1.2.11	stylesheets-1.54.13rh
	audiofile-0.1.9	glade-0.5.9	libgcj-2.96	openssh-2.1.1p4	sudo-1.6.3
	automake-1.4	glib-1.2.8	libglade-0.13	openssl-0.9.5a	taper-6.9b
15	awesfx-0.4.3a	glib-gtkbeta-1.3.1b	libglade-devel-0.13	p2c-1.22	tcp_wrappers-7.6
	bash-2.04	glibc-2.1.92	libgtop-1.0.9	pam-0.72	texinfo-4.0
	bash-doc-2.04	gnome-applets-1.2.1	libjpeg-devel-6b	pam_krb5-1	tin-1.4.4
	bind-8.2.2_P5	gnome-libs-1.2.4	libbdc++-devel-0.2.2pre2	pango-gtkbeta-0.12b	tripwire-2.3
	blt-2.4u	gnurc-0.54	libpng-1.0.8	parted-1.2.8	ucd-snmp-4.1.2
20	cdrecord-1.9	gnupg-1.0.2	libstdc++-devel-2.96	pdcksh-5.2.14	unixODBC-1.8.12
	console-tools-19990829	gnuplot-3.7.1	libtiff-devel-3.5.5	php-4.0.1pl2	util-linux-2.10m
	control-center-1.2.1	gphoto-0.4.3	libtool-1.3.5	pine-4.21	uucp-1.06.1
	cvs-1.10.8	gtk-1.2.8	libungif-devel-4.1.0	pininfo-0.6.0	vim-common-5.7
	cyrus-sasl-1.5.24	gtk+-devel-1.2.8	libxml-1.8.9	pmake-2.1.34	vnc-doc-3.3.3r1
25	db1-devel-1.85	gtk+gtkbeta-1.3.1b	licq-0.85	prnm2ppa-1.0	w3c-libwww-5.2.8
	db3-devel-3.1.14	gtk+gtkbeta-devel-1.3.1b	lilo-21.4.4	postgresql-7.0.2	wu-ftpd-2.6.1
	db3-utils-3.1.14	gtk+10-1.0.6	lm_sensors-2.5.2	postgresql-tk-7.0.2	x3270-3.1.1.9
	desktop-backgrounds-1.1	guile-1.3.4	laof-4.47	ppp-2.3.11	xchat-1.4.2
	dia-0.84	gv-3.5.8	lynx-2.8.4	procmail-3.14	xemacs-21.1.12

```

30 dialog-0.9a      ical-2.2      man-pages-ja-0.4  psgml-1.2.1    xliststat-3.52.18
doxygen-1.2.1      im-130       mars-nwe-0.99pl19 pspell-0.11.2  xms-1.2.2
emacs-20.7         imap-devel-4.7c2 mc-4.5.51      pwdb-0.61.1    xpaint-2.4.9
esound-0.2.19      imlib-devel-1.9.8.1 mgetty-1.1.22  pygnt-1.0.53   xpat2-1.06
exmh-2.2           initscripts-5.49 minicom-1.83.1  pygtk-0.6.6    xpilot-4.2.1
ext2ed-0.1         inn-2.2.3    mkisofs-1.9     python-docs-1.5.2 xsane-0.61
fetchmail-5.5.0    ipchains-1.3.9 mod_perl-1.24   qt-devel-2.2.0  zip-2.3
fileutils-4.0x     iproute-2.2.4 mutt-1.2.5i     qt1x-devel-1.45 zsh-3.0.8
freetype-1.3.1     ircii-4.4M   mysql-3.23.22  rpm-4.0         zsh-3.0.8
fvwm2-2.2.4        isapnptools-1.22 nasm-doc-0.98  rpm2html-1.4   rxvt-2.6.3
40 gated-3.6        isdn4k-utils-3.1 nc-1.10         rxvt-2.6.3

```

[ Manual pages]Manual Pages — `man: /usr/man/` or `/usr/share/man/` Manual pages were discussed in Section 4.7. There may be other directory super structures that contain man pages — on some other UNIX's man pages are littered everywhere.

To convert a man page to PostScript (for printing or viewing), use for example (for the `cp` command),

```

groff -Tps -mandoc /usr/man/man1/cp.1 > cp.ps ; gv cp.ps
groff -Tps -mandoc /usr/share/man/man1/cp.1 > cp.ps ; gv cp.ps

```

[ info pages]info pages: `/usr/info/` or `/usr/share/info/` Info pages were discussed in Section 4.8.

## Chapter 17

# Overview of the UNIX Directory Layout

Here will be given an overview of how UNIX directories are structured. This is a simplistic overview and not a specification of the LINUX file-system. Chapter 35 contains proper details of permitted directories and the kinds of files allowed within them.

### Packages

LINUX systems are divided into hundreds of small *packages* each performing some logical group of operations. On LINUX, many small self-contained packages inter-operate to give greater functionality than would large self-contained pieces of software. There is also no clear distinction between what is part of the operating system and what is an application — everything is just a package.

A software package on a RedHat type system is distributed in a single *RedHat Package Manager (RPM)* file that has a `.rpm` extension. On a *Debian* distribution, the equivalent is a `.deb` package file, and on the *Slackware* distribution there are Slackware `.tgz` files.

Each package will unpack to many files which are placed all over the system. Packages generally do not create major directories but unpack files to existing directories.

Note that on a newly installed system there are practically no files anywhere that do not belong to some kind of package.

### UNIX Directory Superstructure

The root directory on a UNIX system typically looks like:

```
drwxr-xr-x  2 root    root      2048 Aug 25 14:04 bin
drwxr-xr-x  2 root    root      1024 Sep 16 10:36 boot
drwxr-xr-x  7 root    root     35840 Aug 26 17:08 dev
drwxr-xr-x 41 root    root      4096 Sep 24 20:55 etc
5 drwxr-xr-x 24 root    root      1024 Sep 27 11:01 home
drwxr-xr-x  4 root    root      3072 May 19 10:05 lib
drwxr-xr-x  2 root    root     12288 Dec 15  1998 lost+found
drwxr-xr-x  7 root    root      1024 Jun  7 11:47 mnt
dr-xr-xr-x 80 root    root         0 Sep 16 10:36 proc
10 drwxr-xr-x  3 root    root      3072 Sep 23 23:41 sbin
drwxrwxrwt  5 root    root      4096 Sep 28 18:12 tmp
drwxr-xr-x 25 root    root      1024 May 29 10:23 usr
```

The `usr` directory typically looks like:

```

drwxr-xr-x  9 root    root      1024 May 15 11:49 X11R6
drwxr-xr-x  6 root    root      27648 Sep 28 17:18 bin
drwxr-xr-x  2 root    root      1024 May 13 16:46 dict
drwxr-xr-x 261 root    root      7168 Sep 26 10:55 doc
5 drwxr-xr-x  7 root    root      1024 Sep  3 08:07 etc
drwxr-xr-x  2 root    root      2048 May 15 10:02 games
drwxr-xr-x  4 root    root      1024 Mar 21 1999 i386-redhat-linux
drwxr-xr-x 36 root    root      7168 Sep 12 17:06 include
drwxr-xr-x  2 root    root      9216 Sep  7 09:05 info
10 drwxr-xr-x 79 root    root     12288 Sep 28 17:17 lib
drwxr-xr-x  3 root    root      1024 May 13 16:21 libexec
drwxr-xr-x 15 root    root      1024 May 13 16:35 man
drwxr-xr-x  2 root    root      4096 May 15 10:02 sbin
drwxr-xr-x 39 root    root      1024 Sep 12 17:07 share
15 drwxr-xr-x  3 root    root      1024 Sep  4 14:38 src
drwxr-xr-x  3 root    root      1024 Dec 16 1998 var

```

The `/usr/local` directory typically looks like:

```

drwxr-xr-x  3 root    root      4096 Sep 27 13:16 bin
drwxr-xr-x  2 root    root      1024 Feb  6 1996 doc
drwxr-xr-x  4 root    root      1024 Sep  3 08:07 etc
drwxr-xr-x  2 root    root      1024 Feb  6 1996 games
5 drwxr-xr-x  5 root    root      1024 Aug 21 19:36 include
drwxr-xr-x  2 root    root      1024 Sep  7 09:08 info
drwxr-xr-x  9 root    root      2048 Aug 21 19:44 lib
drwxr-xr-x 12 root    root      1024 Aug  2 1998 man
drwxr-xr-x  2 root    root      1024 Feb  6 1996 sbin
10 drwxr-xr-x 15 root    root      1024 Sep  7 09:08 share

```

and the `/usr/X11R6` directory also looks similar. What is apparent here is that all these directories contain a similar set of subdirectories. This set of subdirectories is called a *directory superstructure* or *superstructure*. To my knowledge this is a new term not previously used by UNIX administrators.

The superstructure will always contain a `bin` and `lib` subdirectory, but most all others are optional.

Each package will install under one of these superstructures, meaning that it will unpack many files into various subdirectories of the superstructure. A RedHat package would always install under the `/usr` or `/usr/X11R6` superstructure, unless it is a graphical X Window System application which installs under the `/usr/X11R6` superstructure. Some very large applications may install under a `/opt/<package-name>` superstructure, and home-made packages usually install under the `/usr/local/` superstructure. **Packages almost never install files across different superstructures.**

Typically, most of the system is under `/usr`. This directory can be read only, since packages should never need to write to this directory — any writing is done under `/var` or `/tmp` (`/usr/var` and `/usr/tmp` are often just symlinked to `/var` or `/tmp` respectively). The small amount under `/` that is not part of another superstructure (usually about 40 megabytes) perform essential system administration functions. These are commands needed to bring up or repair the system in the absence of `/usr`.

The list of superstructure sub-directories and their descriptions is as follows:

**bin** *Binary executables.* Usually all `bin` directories are in the `PATH` environment variable so that the shell will search all these directories for binaries.

**sbin** *Superuser binary executables.* These are programs for system administration only. Only the super user will have these in their `PATH`.

**lib** *Libraries*. All other data needed by programs goes in here. Most packages have their own subdirectory under `lib` to store data files into. *Dynamically Linked Libraries* (DLL's or `.so` files.) Executable program code shared by more than one program in the `bin` directory to save disk space and memory. are stored directly in `lib`.

**etc** *Etcetera*. Configuration files.

**var** *Variable data*. Data files that are continually being recreated or updated.

**doc** *Documentation*. This directory is discussed in Chapter 16.

**man** *Manual pages*. This directory is discussed in Chapter 16.

**info** *INFO pages*. This directory is discussed in Chapter 16.

**share** *Shared data*. Architecture independent files. Files that are independent of the hardware platform go in here. This allows them to be shared across different machines, even though they may have a different kind of processor altogether.

**include** *C header files*. These are for development.

**src** *C source files*. These are sources to the kernel or locally built packages.

**tmp** *Temporary files*. A convenient place for running programs to create a file for temporarily use.

## LINUX on a single 1.44 megabyte floppy disk

You can get LINUX to run on a 1.44 megabyte floppy disk if you trim all unneeded files off an old Slackware distribution with a 2.0.3x kernel. You can compile a small 2.0.3x kernel to about 400 kilobytes (compressed). A file-system can be reduced to 2–3 megabytes of absolute essentials, and when compressed will fit into 1 megabyte. If the total is under 1.44 megabytes, then you have your LINUX on one floppy. The file-list might be as follows (includes all links):

/bin	/etc	/lib	/sbin	/var
/bin/sh	/etc/default	/lib/ld.so	/sbin/e2fsck	/var/adm
/bin/cat	/etc/fstab	/lib/libc.so.5	/sbin/fdisk	/var/adm/utmp
/bin/chmod	/etc/group	/lib/ld-linux.so.1	/sbin/fsck	/var/adm/cron
5 /bin/chown	/etc/host.conf	/lib/libcurses.so.1	/sbin/ifconfig	/var/spool
/bin/cp	/etc/hosts	/lib/libc.so.5.3.12	/sbin/iflink	/var/spool/uucp
/bin/pwd	/etc/inittab	/lib/libtermcap.so.2.0.8	/sbin/ifsetup	/var/spool/uucp/SYSLOG
/bin/dd	/etc/issue	/lib/libtermcap.so.2	/sbin/init	/var/spool/uucp/ERRLOG
/bin/df	/etc/utmp	/lib/libext2fs.so.2.3	/sbin/mke2fs	/var/spool/locks
10 /bin/du	/etc/networks	/lib/libcom_err.so.2	/sbin/mkfs	/var/tmp
/bin/free	/etc/passwd	/lib/libcom_err.so.2.0	/sbin/mkfs.minix	/var/run
/bin/gunzip	/etc/profile	/lib/libext2fs.so.2	/sbin/mklost+found	/var/run/utmp
/bin/gzip	/etc/protocols	/lib/libm.so.5.0.5	/sbin/mkswap	
/bin/hostname	/etc/rc.d	/lib/libm.so.5	/sbin/mount	/home/user
15 /bin/login	/etc/rc.d/rc.0	/lib/cpp	/sbin/route	
/bin/ls	/etc/rc.d/rc.K		/sbin/shutdown	/mnt
/bin/mkdir	/etc/rc.d/rc.M	/usr	/sbin/swapoff	
/bin/mv	/etc/rc.d/rc.S	/usr/adm	/sbin/swapon	/proc
/bin/ps	/etc/rc.d/rc.inet1	/usr/bin	/sbin/telinit	
20 /bin/rm	/etc/rc.d/rc.6	/usr/bin/less	/sbin/umount	/tmp
/bin/stty	/etc/rc.d/rc.4	/usr/bin/more	/sbin/agetty	
/bin/su	/etc/rc.d/rc.inet2	/usr/bin/sleep	/sbin/update	/dev/<various-devices>
/bin/sync	/etc/resolv.conf	/usr/bin/reset	/sbin/reboot	
25 /bin/zcat	/etc/services	/usr/bin/zless	/sbin/netcfg	
/bin/dircolors	/etc/termcap	/usr/bin/file	/sbin/killall5	
/bin/mount	/etc/motd	/usr/bin/fdformat	/sbin/fsck.minix	
/bin/umount	/etc/magic	/usr/bin/strings	/sbin/halt	
/bin/bash	/etc/DIR_COLORS	/usr/bin/zgrep	/sbin/badblocks	
/bin/domainname	/etc/HOSTNAME	/usr/bin/nc	/sbin/kerneld	
30 /bin/head	/etc/mttools	/usr/bin/which	/sbin/fsck.ext2	
/bin/kill	/etc/ld.so.cache	/usr/bin/grep		
/bin/tar	/etc/psdevtab	/usr/sbin		
/bin/cut	/etc/mtab	/usr/sbin/showmount		
35 /bin/uname	/etc/fastboot	/usr/sbin/chroot		
/bin/ping		/usr/spool		
/bin/lm		/usr/tmp		
/bin/ash				

Note that the `etc` directory differs slightly from a RedHat distribution. The system startup files `/etc/rc.d` are greatly simplified under Slackware.

The `/lib/modules` directory has been stripped for the creation of this floppy. `/lib/modules/2.0.36` would contain dynamically loadable kernel drivers (modules). Instead, all needed drivers are compiled into the kernel for simplicity.

At some point, creating a single floppy distribution should be attempted as an exercise. This would be most instructive to a serious system administrator. At the very least, the reader should look through all of the commands in the `bin` directories and the `sbin` directories above and browse through the man pages of any those that are unfamiliar.

The above file-system comes from the `morecram-1.3` package available at:

`http://rute.sourceforge.net/morecram-1.3.tar.gz`

and can be downloaded to give you a very useful rescue and setup disk.



# Chapter 18

## UNIX devices

### 18.1 Device files

UNIX has a beautifully consistent method of allowing programs to access hardware. Under UNIX, every piece of hardware is a file. To demonstrate this, try view the file `/dev/hda` (you will have to be `root` to run this command):

```
less -f /dev/hda
```

`/dev/hda` is not really a file at all. When you read from it, you are actually reading directly from the first physical hard disk of your machine. `/dev/hda` is known as a device file, and all of them are stored under the `/dev` directory.

Device files allow access to hardware. If you have a sound card install and configured, you can try:

```
cat /dev/dsp > my_recording
```

Say something into your microphone and then type:

```
cat my_recording > /dev/dsp
```

Which will play out the sound through your speakers (note that this will not always work, since the recording volume may not be set correctly, nor the recording speed.)

If no programs are currently using your mouse, you can also try:

```
cat /dev/mouse
```

If you now move the mouse, the mouse protocol commands will be written directly to your screen (it will look like garbage). This is an easy way to see if your mouse is working.

At a lower level, programs that access device files do so in two basic ways:

- They read and write to the device to send and retrieve bulk data. (Much like `less` and `cat` above).
- They use the C `ioctl` (*IO Control*) function to configure the device. (In the case of the sound card, this might set mono versus stereo, recording speed etc.)

Because every kind of device that one can think of can be twisted to fit these two modes of operation (except for network cards), UNIX's scheme has endured since its inception and is considered the ubiquitous method of accessing hardware.

## 18.2 Block and character devices

Hardware devices can generally be categorised into random access devices like disk and tape drives, and serial devices like mice, sound cards and terminals.

Random access devices are usually accessed in large contiguous blocks of data that are stored persistently. They are read from in discrete units (for most disks, 1024 bytes at a time). These are known as *block* devices. Doing an `ls -l /dev/hda` shows that your hard disk is a block device by the `b` on the far left of the listing:

```
brw-r----- 1 root    disk      3,  64 Apr 27 1995 /dev/hdb
```

Serial devices on the other hand are accessed one byte at a time. Data can be read or written only once. For example, after a byte has been read from your mouse, the same byte cannot be read by some other program. These are called *character* devices and are indicated by a `c` on the far left of the listing. Your `/dev/dsp` (*Digital Signal Processor* — i.e. sound card) device looks like:

```
crw-r--r-- 1 root    sys       14,   3 Jul 18 1994 /dev/dsp
```

## 18.3 Major and Minor device numbers

Devices are divided into sets called *major device numbers*. For instance, all SCSI disks are *major number 8*. Further, each individual device has a *minor device number* like `/dev/sda` which is *minor device 0*). The major and minor device number is what identifies the device to the kernel. The file-name of the device is really arbitrary and is chosen for convenience and consistency. You can see the major and minor device number (8, 0) in the `ls` listing for `/dev/sda`:

```
brw-rw---- 1 root    disk      8,   0 May  5 1998 /dev/sda
```

## 18.4 Miscellaneous devices

A list of common devices and their descriptions follows. The major numbers are shown in braces. The complete reference for Devices is the file `/usr/src/linux/Documentation/devices.txt`.

`/dev/hd??` `hd` stands for *Hard Disk*, but refers here only to *IDE* devices — i.e. common hard disks. The first letter after the `hd` dictates the physical disk drive:

`/dev/hda` (3) First drive, or primary master.

`/dev/hdb` (3) Second drive, or primary slave.

`/dev/hdc` (22) Third drive, or secondary master.

`/dev/hdd` (22) Fourth drive, or secondary slave.

When accessing any of these devices, you would be reading raw from the actual physical disk starting at the first sector of the first track, sequentially, until the last sector of the last track.

Partitions ↘ With all operating systems, disk drives are divided into sections called *partitions*. A typical disk might have 2 to 10 partitions. Each partition acts as a whole disk on its own, giving the effect of having more than one disk. For instance, you might have Windows installed on one partition, and LINUX installed on another. ↙ are named `/dev/hda1`, `/dev/hda2` etc. indicating the first, second etc. partition on physical drive `a`.

**/dev/sd?? (8)** *sd* stands for *SCSI Disk*, the high end drives mostly used by servers. *sda* is the first physical disk probed and so on. Probing goes by Scsi ID and has a completely different system to IDE devices. */dev/sda1* is the first partition on the first drive etc.

**/dev/ttyS? (4)** These are serial devices numbered from 0 up. */dev/ttyS0* is your first serial port (COM1 under DOS). If you have a multi-port card, these can go up to 32, 64 etc.

**/dev/psaux (10)** PS/2 mouse.

**/dev/mouse** Is just a symlink to */dev/ttyS0* or */dev/psaux*. There are other mouse devices supported also.

**/dev/modem** Is just a symlink to */dev/ttyS1* or whatever port your modem is on.

**/dev/cua? (4)** Identical to *ttyS?* but now fallen out of use.

**/dev/fd? (2)** *Floppy disk*. *fd0* is equivalent to your A: drive and *fd1* your B: drive. The *fd0* and *fd1* devices auto-detect the format of the floppy disk, but you can explicitly specify a higher density by using a device name like */dev/fd0H1920* which gives you access to 1.88MB formatted 3.5 inch floppies.

See Section 19.3 on how to format these devices.

Floppy devices are named <i>/dev/fdlnnnnn</i>		
<i>l</i>	0	A: drive
	1	B: drive
<i>m</i>	d	"double density", "360kB" 5.25 inch
	h	"high density", "1.2MB" 5.25 inch
	q	"quad density" 5.25 inch
	D	"double density", "720kB" 3.5 inch
	H	"high density", "1.44MB" 3.5 inch
	E	Extra density 3.5 inch.
	u	Any 3.5 inch floppy. Note that u is now replacing D, H and E, thus leaving it up to the user to decide if the floppy has enough density for the format.
<i>nnnn</i>	360 410 420 720 800 820 830 880 1040 1120 1200 1440 1476 1494 1600 1680 1722 1743 1760 1840 1920 2880 3200 3520 3840	The size of the format. With D, H and E, 3.5 inch floppies only have devices for the sizes that are likely to work. For instance there is no <i>/dev/fd0D1440</i> because double density disks won't manage 1440kB. <i>/dev/fd0H1440</i> and <i>/dev/fd0H1920</i> are probably the ones you are most interested in.

**/dev/par? (6)** *Parallel port*. */dev/par0* is your first parallel port or LPT1 under DOS.

**/dev/lp? (6)** *Line printer*. Identical to */dev/par?*.

**/dev/random** *Random number generator*. Reading from this device give pseudo random numbers.

**/dev/st? (9)** *SCSI tape*. SCSI backup tape drive.

**/dev/zero (1)** Produces zero bytes, and as many of them as you need. This is useful if you need to generate a block of zeros for some reason. Use `dd` (see below) to read a specific number of zeros.

**/dev/null (1)** *Null device*. Reads nothing. Anything you write to the device is discarded. This is very useful for discarding output.

**/dev/pd?** *parallel port IDE disk*.

**/dev/pcd?** *parallel port ATAPI CDROM*.

**/dev/pf?** *parallel port ATAPI disk*.

**/dev/sr?** *SCSI CDROM*.

**/dev/scd?** *SCSI CDROM* (Identical, alternate name).

**/dev/fb? (29)** *Frame buffer*. This represents the kernel's attempt at a graphics driver.

**/dev/cdrom** Is just a symlink to `/dev/hda`, `/dev/hdb` or `/dev/hdc`. It also may be linked to your SCSI CDROM.

**/dev/ttyI?** *ISDN Modems*.

**/dev/tty? (4)** *Virtual console*. This is the terminal device for the virtual console itself and is numbered `/dev/tty1` through `/dev/tty63`.

**/dev/tty?? (3) and /dev/pty?? (2)** Other TTY devices used for emulating a terminal. These are called *pseudo-TTY's* and are identified by two lower case letters and numbers, such as `ttysq3`. To non-developers, these are mostly of theoretical interest.

The file `/usr/src/linux/Documentation/devices.txt` also has this to say:

#### Recommended links

It is recommended that these links exist on all systems:

<code>/dev/core</code>	<code>/proc/kcore</code>	symbolic	Backward compatibility
<code>/dev/ramdisk</code>	<code>ram0</code>	symbolic	Backward compatibility
<code>/dev/ftape</code>	<code>qft0</code>	symbolic	Backward compatibility
<code>/dev/bttv0</code>	<code>video0</code>	symbolic	Backward compatibility
<code>/dev/radio</code>	<code>radio0</code>	symbolic	Backward compatibility
<code>/dev/i2o*</code>	<code>/dev/i2o/*</code>	symbolic	Backward compatibility
<code>/dev/scd?</code>	<code>sr?</code>	hard	Alternate SCSI CD-ROM name

#### Locally defined links

The following links may be established locally to conform to the configuration of the system. This is merely a tabulation of existing practice, and does not constitute a recommendation. However, if they exist, they should have the following uses.

<code>/dev/mouse</code>	mouse port	symbolic	Current mouse device
<code>/dev/tape</code>	tape device	symbolic	Current tape device
<code>/dev/cdrom</code>	CD-ROM device	symbolic	Current CD-ROM device
<code>/dev/cdwriter</code>	CD-writer	symbolic	Current CD-writer device
<code>/dev/scanner</code>	scanner	symbolic	Current scanner device
<code>/dev/modem</code>	modem port	symbolic	Current dialout device
<code>/dev/root</code>	root device	symbolic	Current root filesystem
<code>/dev/swap</code>	swap device	symbolic	Current swap device

`/dev/modem` should not be used for a modem which supports dialin as well as dialout, as it tends to cause lock file problems. If it exists, `/dev/modem` should point to the appropriate primary TTY device (the use of the alternate callout devices is deprecated).

For SCSI devices, `/dev/tape` and `/dev/cdrom` should point to the “cooked” devices (`/dev/st*` and `/dev/sr*`, respectively), whereas `/dev/cdwriter` and `/dev/scanner` should point to the appropriate generic SCSI devices (`/dev/sg*`).

`/dev/mouse` may point to a primary serial TTY device, a hardware mouse device, or a socket for a mouse driver program (e.g. `/dev/gpmdata`).

### Sockets and pipes

Non-transient sockets and named pipes may exist in `/dev`. Common entries are:

<code>/dev/printer</code>	socket	lpd local socket
<code>/dev/log</code>	socket	syslog local socket
<code>/dev/gpmdata</code>	socket	gpm mouse multiplexer

## 18.5 dd, tar and tricks with block devices

`dd` probably originally stood for *disk dump*. It is actually just like `cat` except it can read and write in discrete blocks. It essentially reads and writes between devices while converting the data in some way. It is generally used in one of these ways:

```
dd if=<in-file> of=<out-file> [bs=<block-size>] \
    [count=<number-of-blocks>] [seek=<output-offset>] \
    [skip=<input-offset>]
5 dd if=<in-file> [bs=<block-size>] [count=<number-of-blocks>] \
    [skip=<input-offset>] > <outfile>
dd of=<out-file> [bs=<block-size>] [count=<number-of-blocks>] \
    [seek=<output-offset>] < <infile>
```

`dd` works by specifying an input file and an output file with the `if=` and `of=` options. If the `of=` option is omitted, then `dd` writes to `stdout`. If the `if=` option is omitted, then `dd` reads from `stdin`.

### Create boot disks from boot images

To create a new RedHat boot floppy, find the `boot.img` file on `ftp.redhat.com`, and with a new floppy, do:

```
dd if=boot.img of=/dev/fd0
```

This will write the raw disk image directly to the floppy disk.

### Erasing disks

If you have ever tried to repartition a LINUX disk back into a DOS/Windows disk, you will know that DOS/Windows FDISK has bugs in it that prevent it from recreating the partition table. A quick:

```
dd if=/dev/zero of=/dev/hda bs=1024 count=10240
```

will write zeros to the first ten megabytes of your first IDE drive. This will wipe out the partition table as well as any file-system and give you a “brand new” disk.

To zero a floppy disk is just as easy:

```
dd if=/dev/zero of=/dev/fd0 bs=1024 count=1440
```

## Identifying data on raw disks

Here is a nice trick to find out something about a hard drive:

```
dd if=/dev/hda1 count=1 bs=512 | file -
```

gives x86 boot sector.

To discover what a floppy disk is, try

```
dd if=/dev/fd0 count=1 bs=512 | file -
```

gives x86 boot sector, system )k?/bIHC, FAT (12 bit) for DOS floppies.

## Duplicating a disk

If you have two IDE drives that are of identical size, provided that you are sure that they contain no bad sectors, you can do

```
dd if=/dev/hdc of=/dev/hdd
```

to copy the entire disk and avoid having to install an operating system from scratch. It doesn't matter what is on the original (Windows, LINUX or whatever) since each sector is identically duplicated, the new system will work perfectly.

## Floppy backups

tar can be used to backup to any device. Consider periodic backups to an ordinary IDE drive instead of a tape. Here we backup to the secondary slave:

```
tar -cvzf /dev/hdd /bin /boot /dev /etc /home /lib /sbin /usr /var
```

tar can also backup accross multiple floppy disks:

```
tar -cvMf /dev/fd0 /home/simon
```

## Tape backups

tar traditionally backs up onto tape drives. The command

```
mt -f /dev/st0 rewind  
tar -cvf /dev/st0 /home
```

rewinds scsi tape 0 and archives the /home directory onto it. You should not try to use compression with tape drives, because they are error prone, and a single error could make the archive irrecoverable. The mt command stands for magnetic tape, and is used to control generic SCSI tape devices. See also mt(1).

## Hiding program output, creating blocks of zeros

If you don't want to see any program output, just append `> /dev/null` to the command. For example, we aren't often interested in the output of `make` ↪`make` will be discussed later.↩, only the error messages:

```
make > /dev/null
```

And,

```
make >& /dev/null
```

also absorbs all error messages. `/dev/null` finds enumerable uses in shell scripting to suppress the output of a command or feed a command dummy (empty) input. `/dev/null` is a *safe* file from a security point of view, and is often used where a file is required for some feature in some configuration script, where you would like the particular feature disabled. For instance, specifying the users shell to `/dev/null` inside the password file will **certainly** prevent insecure use of a shell, and is an explicit way of saying that that account does **not** allow shell logins.

`/dev/null` can also be used to create a file containing nothing:

```
cat /dev/null > myfile
```

or alternatively, to create a file containing only zeros, try

```
dd if=/dev/zero bs=1024 count=<number-of-kilobytes> > myfile
```

## 18.6 Creating devices with `mknod` and `/dev/MAKEDEV`

Although all devices are listed in the `/dev` directory, you can create a device anywhere in the file system using the `mknod` command:

```
mknod [-m <mode>] <file-name> [b|c] <major-number> <minor-number>
```

The letters `b` and `c` are for creating a block or character device respectively.

To demonstrate, try

```
mknod -m 0600 ~/my-floppy b 2 0
ls -al /dev/fd0 ~/my-floppy
```

`my-floppy` can be used just like `/dev/fd0`

Note carefully the *mode* (i.e. the permissions) of `/dev/fd0`. `/dev/fd0` should be readable and writable only to `root` and to users belonging to the `floppy` group, since we obviously don't want an arbitrary user to be able to login (remotely) and write over a floppy disk.

In fact, this is the reason for having devices represented as files in the first place. UNIX files naturally support group access control, and therefore so also do devices.

To create devices that are missing from your `/dev` directory (some esoteric devices will not be present by default). Simply look up the device's major and minor number in `/usr/src/linux/Documentation/devices.txt` and use the `mknod` command. This is however somewhat tedious, and the script `/dev/MAKEDEV` is usually present for convenience. **You must be in the `/dev` directory before you run this script.**

Typically example usage of MAKEDEV is,

```
cd /dev  
./MAKEDEV -v fd0  
./MAKEDEV -v fd1
```

to create a complete set of floppy disk devices.

The man page for MAKEDEV contains more details, and explains the following:

Note that programs giving the error “ENOENT: No such file or directory” normally means that the device file is missing, whereas “ENODEV: No such device” normally means the kernel does not have the driver configured or loaded.



## Chapter 19

# Partitions, file-systems, formatting and mounting

### 19.1 The structure of a physical disk

#### Cylinders, heads and sectors

Physical disks are divided into partitions \See footnote on page 102\ . Information as to how the disk is partitioned up, is stored in a *partition table*, which is a small area of the disk separate from the partitions themselves.

The physical drive itself is usually comprised of several actual disks of which both sides are used. The sides are labelled 0, 1, 2, 3 etc. and are also called *heads* because there is a magnetic head per side to do the actual reading and writing. Each side/head has tracks and each track is divided into segments called *sectors*. Each sector typically holds 512 bytes. The total amount of space on the drive in bytes is therefore:

$$512 * (\text{sectors-per-track}) * (\text{tracks-per-side}) * (\text{number-of-sides}).$$

A single track and all the tracks of the same diameter (on all the sides) are called a *cylinder*. Disks are normally talked about in terms of “cylinders and sectors” instead of “sides, tracks and sectors”. Partitions are (usually) divided along cylinder boundaries. Hence disks do not have arbitrarily sized partitions; rather the size of the partition must be a multiple of the amount of data held in a single cylinder. Partitions therefore have a definite inner and outer diameter.

#### LBA Mode

The above system is quite straight forward except for the curious limitation that partition tables have only 10 bits to store the partition’s cylinder offset. This means that no disk can have more than 1024 cylinders. This was overcome by multiplying up the number of heads in software to reduce the number of cylinders \Called LBA (Large Block Addressing) mode\ hence portraying a disk of impossible proportions. The user however need never be concerned that the physical disk is completely otherwise.

#### Extended partitions

The partition table has room for only four partitions. To have more partitions, one of these four partitions can be divided into many smaller partitions, called *logical* partitions. The original four are then called *primary* partitions. If

a primary partition is subdivided in this way, then it is known as an *extended primary* or *extended* partition. Typically, the first primary partition will be small (`/dev/hda1`, say). The second primary partition will fill the rest of the disk as an extended partition (`/dev/hda2`, say). `/dev/hda3` and `/dev/hda4`'s entries in the partition table will be left blank. The extended partition can be subdivided repeatedly to give `/dev/hda5`, `/dev/hda6` etc.

## 19.2 Partitioning a new disk

A new disk will have no partition information. Typing `fdisk` will start an interactive partitioning utility.

```
fdisk /dev/hda
```

`fdisk` is your primary master.

What follows is an example of the partitioning of a new hard drive. Most distributions these days have a simpler graphical system for creating partitions, hence using `fdisk` will not be necessary at installation time. However, adding a new drive or transferring/copying a LINUX system to new hardware will require partitioning.

On UNIX, each partition has its own directory. Hence files in one directory might be stored on a different disk or a different partition to files in another directory. Typically, the `/var` directory (and all sub-directories beneath it) will be stored on a separate partition from the `/usr` directory (and all sub-directories beneath it).

Table 19.1 gives a general guideline as to how a server machine should be set up (with home computers, you can be far more liberal — most home PC's can do with a swap and `/` partition only.). When installing a new server, your distribution should allow you to customise your partitions to match this table.

If you have another operating system already installed in the first partition, you can type `p` and might see:

```
Command (m for help): p

Disk /dev/hda: 255 heads, 63 sectors, 788 cylinders
Units = cylinders of 16065 * 512 bytes

5
  Device Boot      Start         End      Blocks   Id  System
/dev/hda1          1           312     2506108+   c   Win95 FAT32 (LBA)
```

In which case, you can just start adding partitions after it.

If you have a SCSI disk the exact same procedure applies. The only difference is that `/dev/hd?` changes to `/dev/sd?`.

A partition session with `fdisk` is now shown:

```
[root@cericon /root]# fdisk /dev/hda
Device contains neither a valid DOS partition table, nor Sun or SGI disklabel
Building a new DOS disklabel. Changes will remain in memory only,
5
until you decide to write them. After that, of course, the previous
content won't be recoverable.
```

First we use the `p` option to print current partitions...

```
Command (m for help): p

Disk /dev/hda: 255 heads, 63 sectors, 788 cylinders
Units = cylinders of 16065 * 512 bytes

5
  Device Boot      Start         End      Blocks   Id  System
```

Directory	Size (Megabytes)	Why?
<i>swap</i>	Twice the size of your RAM	<p>This is where memory gets drawn from when you run out. It gives programs the impression that you have more RAM than you actually do, by swapping data in and out of this partition.</p> <p>Swap partitions cannot be over 128MB, but you can have many of them. This limitation has been removed in newer kernels.</p> <p>Disk access is obviously slow compared to direct RAM, but when a lot of programs are running that are idle for most of the time, swapping to disk allows more real RAM for needy programs.</p>
/boot	5–10	<p>This directory need not be on a different partition to your / partition (below). Whatever you choose, there must be no chance that a file under /boot could span sectors that are over the 1024 cylinder boundary (i.e. outside of the first 500 megabytes of your hard drive). This is why /boot (or /) is often made the first primary partition of the hard drive. If this requirement is failed, you get the famous LI prompt on a non-booting system. See Section 31.2.</p>
/var	100–1000	<p>Here is variable data, like log files, mail spool files and your web proxy cache. If you are going to be using a web cache, either store the stuff in a separate partition/disk or make your /var partition huge. Also, Log files can grow to enormous sizes when there are problems and you wouldn't want a full /var partition to make the rest of your disk full. This is why it goes in its own partition.</p>
/tmp	50	<p>Here is temporary data. Programs access this frequently and need it to be fast. It goes in a separate partition because programs <i>really</i> need to create a temporary file sometimes, and this should not be effected by other partitions becoming full.</p>
/usr	500–1500	<p>Here is your distribution (Debian<sup>®</sup>, RedHat, Mandrake etc.). It can be mounted readonly. If you have a disk whose write access can physically be disabled (like some SCSI drives), then you can put /usr on a separate drive. This will make for a much more secure system. Since /usr is stock standard, this is the partition you can most afford to loose.</p>
/home	Remainder of disk	<p>Here are your users' home directories, and any local data that this site serves (like FTP files or web pages). This is data that is most likely to fill up the partition by accident and is also the most important data to the site.</p>
/	50–100	<p>Anything not in any of the other directories is directly under your / directory. These are your /bin (5MB), (possibly) /boot (3MB), /dev (100kb), /etc (4MB), /lib (20MB), /mnt (0), /proc (0) and /sbin (4MB) directories. They are essential for the system to startup, and contain minimal utilities for recovering the other partitions in an emergency. As stated above, if the /boot directory is in a separate partition then / must be below the 1024 cylinder boundary (i.e. within the first 500 megabytes of your hard drive).</p>

Table 19.1: What directories should have their own partitions, and their partitions' sizes

...of which there are clearly none. Now let's add a new partition:

```

Command (m for help): n
Command action
  e   extended
  p   primary partition (1-4)
p

```

We wish to define the first physical partition starting at the first cylinder:

```
Partition number (1-4): 1
First cylinder (1-788, default 1): 1
```

We would like an 80 Megabyte partition. `fdisk` calculates the last cylinder automatically with:

```
Last cylinder or +size or +sizeM or +sizeK (1-788, default 788): +80M
```

Our next new partition is going to span the rest of the disk, and will be an extended partition:

```
Command (m for help): n
Command action
    e   extended
    p   primary partition (1-4)
5 e
Partition number (1-4): 2
First cylinder (12-788, default 12): 12
Last cylinder or +size or +sizeM or +sizeK (12-788, default 788): 788
```

Our remaining logical partitions fit within the extended partition:

```
Command (m for help): n
Command action
    l   logical (5 or over)
    p   primary partition (1-4)
5 l
First cylinder (12-788, default 12): 12
Last cylinder or +size or +sizeM or +sizeK (12-788, default 788): +64M

Command (m for help): n
10 Command action
    l   logical (5 or over)
    p   primary partition (1-4)
l
First cylinder (21-788, default 21): 21
15 Last cylinder or +size or +sizeM or +sizeK (21-788, default 788): +100M

Command (m for help): n
Command action
    l   logical (5 or over)
    p   primary partition (1-4)
20 l
First cylinder (34-788, default 34): 34
Last cylinder or +size or +sizeM or +sizeK (34-788, default 788): +200M

25 Command (m for help): n
Command action
    l   logical (5 or over)
    p   primary partition (1-4)
l
30 First cylinder (60-788, default 60): 60
Last cylinder or +size or +sizeM or +sizeK (60-788, default 788): +1500M

Command (m for help): n
Command action
35 l   logical (5 or over)
    p   primary partition (1-4)
```

```

1
First cylinder (252-788, default 252): 252
Last cylinder or +size or +sizeM or +sizeK (252-788, default 788): 788

```

The default *partition type* is a single byte that the operating system will look at to determine what kind of file system is stored there. Entering 1 lists all known types:

```

Command (m for help): l

 0  Empty                16  Hidden FAT16          61  SpeedStor             a6  OpenBSD
[...]
```

8	AIX	4d	QNX4.x	82	Linux swap	db	CP/M / CTOS / .
9	AIX bootable	4e	QNX4.x 2nd part	83	Linux	e1	DOS access

```

[...]
```

12	Compaq diagnost	56	Golden Bow	a5	BSD/386	ff	BBT
14	Hidden FAT16 <3	5c	Priam Edisk				

fdisk will set the type to Linux by default. We only need to explicitly set the type of the swap partition:

```

Command (m for help): t
Partition number (1-9): 5
Hex code (type L to list codes): 82
Changed system type of partition 5 to 82 (Linux swap)

```

Now we need to set the bootable flag on the first partition, since BIOS's will not boot a disk without at least one bootable partition:

```

Command (m for help): a
Partition number (1-10): 1

```

Displaying our results gives:

```

Command (m for help): p

Disk /dev/hda: 255 heads, 63 sectors, 788 cylinders
Units = cylinders of 16065 * 512 bytes
```

	Device	Boot	Start	End	Blocks	Id	System
	/dev/hda1	*	1	11	88326	83	Linux
	/dev/hda2		12	788	6241252+	5	Extended
	/dev/hda5		12	20	72261	82	Linux swap
	/dev/hda6		21	33	104391	83	Linux
	/dev/hda7		34	59	208813+	83	Linux
	/dev/hda8		60	251	1542208+	83	Linux
	/dev/hda9		252	788	4313421	83	Linux

At this point, nothing has been committed to disk. We write it as follows (**Note:** this step is irreversible):

```

Command (m for help): w
The partition table has been altered!

Calling ioctl() to re-read partition table.
Syncing disks.

WARNING: If you have created or modified any DOS 6.x

```

partitions, please see the fdisk manual page for additional information.

Even having written the partition, fdisk may give a warning that the kernel does not know about the new partitions. In this case you will need to reboot. For the above partition, the kernel will give the following information at boot time:

```
Partition check:
hda: hda1 hda2 < hda5 hda6 hda7 hda8 hda9 >
```




The < ... > shows that partition hda2 is extended and is subdivided into five smaller partitions.

## 19.3 Formatting devices, partitions and floppies


Disk drives are usually read in blocks of 1024 bytes (two sectors). From the point of view of anyone accessing the device, blocks are stored consecutively — there is no need to think about cylinders or heads — so that any program can read the disk as though it were a linear tape. Try

```
less /dev/hda1
less -f /dev/hda1
```

Now a directory structure with files of arbitrary size has to be stored in this contiguous partition. This poses the problem of what to do with a file that gets deleted and leaves data “hole” in the partition, or a file that has to be split into parts because there is no single contiguous space big enough to hold it. Files also have to be indexed in such a way that they can be found quickly (consider that there can easily be 10000 files on a system), and UNIX’s symbolic/hard links and devices files also have to be stored.

To cope with this complexity, operating systems have a format for storing files called the *file-system* (fs). Like MSDOS’s FAT file-system or Windows’ FAT32 file-system, LINUX  has a file-system called the *2nd extended file-system*, or *ext2*  There are three other file-systems which may soon become standards. These are SGI’s XFS, ext3fs, and reiserfs. The purpose of these is to support fast and reliable recovery in the event of a power failure. This is called *journaling* because it works by pre-writing disk writes to a separate table. .

### mke2fs

To create a file-system on a blank partition, the command `mkfs` or one of its variants is used. To create a LINUX  *ext2* file-system on the first partition of the primary master:

```
mkfs -t ext2 -c /dev/hda1
```

or, alternatively

```
mke2fs -c /dev/hda1
```

The `-c` option means to check for bad blocks by reading through the entire disk first. This is a *read-only* check and will cause unreadable blocks to be flagged as such and not be used. To do a full *read-write* check, use the `badblocks` command. This will write to and verify every bit in that partition. Although the `-c` option should always be used on a new disk, doing a full read-write test is probably pedantic. For the above partition, this would be:

```
badblocks -o blocks-list.txt -s -w /dev/hda1 88326
mke2fs -l blocks-list.txt /dev/hda1
```

After running `mke2fs`, we will find

```
dd if=/dev/hda1 count=8 bs=1024 | file -
```

gives `Linux/i386 ext2 filesystem`.

## Formatting floppies and removable drives

New kinds of removable devices are being released all the time. Whatever the device, the same formatting procedure is used. Most are IDE compatible, which means you can access them through `/dev/hd?`.

The following examples are a parallel port IDE disk drive, a parallel port ATAPI CDROM drive, a parallel port ATAPI disk drive, and your “A:” floppy drive respectively:

```
mke2fs -c /dev/pda1
mke2fs -c /dev/pcd0
mke2fs -c /dev/pf0
mke2fs -c /dev/fd0
```

Actually, using an `ext2` file-system on a floppy drive wastes a lot of space. Rather use an MSDOS file-system which has less overhead, and can be read by anyone (see Section 19.3).

You often will not want to be bothered with partitioning a device that is only going to have one partition anyway. In this case you can use the whole disk as one partition. An example is a removable IDE drive as a primary slave `\LS120` disks and `Jazz` drives as well as removable IDE brackets, are commercial examples.↵:

```
mke2fs -c /dev/hdb
```

## Creating MSDOS floppies

Accessing files on MSDOS/Windows floppies is explained in Section 4.15. The command `mformat A:` will format a floppy, but this command merely initialises the file-system, it does not check for bad blocks or do the low level formatting necessary to reformat floppies to odd storage sizes.

There is a command called `superformat` from the `fdutils` package ↵You may have to find this package on the Internet. See Chapter 24 for how to compile and install source packages.↵ that formats a floppy in any way that you like. It verifies that each track is working properly and compensates for variations between the mechanics of different floppy drives. To format a 3.5 inch 1440kB, 1680kB or 1920kB floppy respectively, do:

```
cd /dev
./MAKEDEV -v fd0
superformat /dev/fd0H1440
superformat /dev/fd0H1690
superformat /dev/fd0H1920
```

Note that these are “long filename” floppies (VFAT), not old 13 character filename MSDOS floppies.

Most would have only ever used a 3.5 inch floppy as a “1.44MB” floppy. In fact the disk media and magnetic head can write much more densely than this specification, allowing 24 sectors per track to be stored instead of the usual 18. This is why there is more than one device file for the same drive. Some inferior disks will however give errors when trying to format that densely — `superformat` will show errors when this happens.

See page 103 for how floppy devices are named, and their many respective formats.

### mkswap, swapon and swapoff

The `mkswap` command formats a partition to be used as a swap device. For our disk:

```
mkswap -c /dev/hda5
```

`-c` has the same meaning as previously — to check for bad-blocks.

Once it is formatted, the kernel can be signalled to use that partition as a swap partition with

```
swapon /dev/hda5
```

and to stop usage,

```
swapoff /dev/hda5
```

Swap partitions cannot be larger than 128MB, although you can have as many of them as you like. You can `swapon` many different partitions simultaneously.

## 19.4 mounting partitions, floppies, CDROM drives and other devices

### (i.e accessing the filesystem on an arbitrary disk)

The question of how to access files on an arbitrary disk (without `C:`, `D:` etc. notation, of course) is answered here.

In UNIX, there is only one root file-system that spans many disks. Different directories may actually exist on a different physical disk.

*To bind a directory to a physical device (like a partition or a CDROM), in order that the device's file-system can be read, is called mounting the device.*

The `mount` device usually is used,

```
mount [-t <fstype>] [-o <option>] <device> <directory>
umount [-f] [<device>|<directory>]
```

The `-t` option tells what kind of file-system it is, and can often be omitted since LINUX can auto-detect most file-systems. `<fstype>` can be one of `adfs`, `affs`, `autofs`, `coda`, `coherent`, `devpts`, `efs`, `ext2`, `hfs`, `hpfs`, `iso9660`, `minix`, `msdos`, `ncpfs`, `nfs`, `ntfs`, `proc`, `gnx4`, `romfs`, `smbfs`, `sysv`, `ufs`, `umsdos`, `vfat`, `xenix` or `xiafs`. The most common ones are discussed below. The `-o` option is not usually used. See the `mount(8)` page for all possible options.

Put your distribution CDROM disk into your CDROM drive and mount it with,

```
ls /mnt/cdrom
mount -t iso9660 -o ro /dev/hdb /mnt/cdrom
```

(Your CDROM might be `/dev/hdc` or `/dev/hdd` however — in this case you should make a soft link `/dev/cdrom` pointing to the correct device.) Now `cd` to your `/mnt/cdrom` directory. You will notice that it is no longer empty, but “contains” the CDROM’s files. What is happening is that the kernel is redirecting all lookups from the directory



/dev/cdrom to read from the CDROM disk. You can browse around these files as though they were already copied onto your hard drive. This is what makes UNIX cool.

When you are finished with the CDROM *unmount* it with,

```
umount /dev/hdb
eject /dev/hdb
```

Instead of using `mttools`, you could mount the floppy disk with:

```
mkdir /mnt/floppy
mount -t vfat /dev/fd0 /mnt/floppy
```

or, for older MSDOS floppies:

```
mkdir /mnt/floppy
mount -t msdos /dev/fd0 /mnt/floppy
```

Before you eject the floppy, it is essential to

```
umount /dev/fd0
```

in order that cached data is committed to the disk. Failing to unmount a floppy before ejecting will probably cause its file-system to be corrupted.

## mounting Windows and NT partitions

Mounting a Windows partition can also be done with the `vfat` file-system, and NT partitions (read only) with the `ntfs` file-system. FAT32 is auto-detected and supported. For example,


```
mkdir /windows
mount -t vfat /dev/hda1 /windows
mkdir /nt
mount -t ntfs /dev/hda2 /nt
```

## 19.5 Checking and repairing file-systems with `fsck`


`fsck` stands for *file system check*. `fsck` scans the file-system, reporting and fixing errors. Errors would normally occur because the kernel halted before unmounting the file-system. In this case, it may have been in the middle of a write operation which left the file-system in an *incoherent* state. This usually would happen because of a power failure. The file-system is then said to be *unclean*.

It is used as follows:

```
fsck [-V] [-a] [-t <fstype>] <device>
```

`-V` means to produce verbose output. `-a` means to check the file-system non-interactively — meaning to not ask the user before trying to make any repairs. This is what you would normally do with LINUX  if you don't know a whole lot about the `ext2` file-system:

```
fsck -a -t ext2 /dev/hda1
```

although the `-t` option can be omitted as LINUX  auto-detects the file-system. Note that you cannot run `fsck` on a mounted file-system.

`fsck` actually just runs a program specific to that file-system. In the case of `ext2`, the command `e2fsck` (also known as `fsck.ext2`) is run. Do a `e2fsck(8)` to get exhaustive details.

When doing a interactive check (without the `-a` option, or with the `-r` option — the default). Various questions may be asked of you, as regards fixing and saving things. Best to save stuff if you aren't sure; it will be placed in the `lost+found` directory at the top of that particular device. In the hierarchy just below there would be a `/lost+found`, `/tmp/lost+found`, `/var/lost+found`, `/usr/lost+found` etc. After doing a check on say, `/dev/hda9`, check the `/home/lost+found` directory and delete what you think you don't need. These will usually be temporary files and log files (files that change often). Its *extremely* rare to loose a real files because of an unclean un-mount.

## 19.6 When Linux won't boot due to file system errors

Just read Section 19.5 again and run `fsck` on the file-system that reported the error.

## 19.7 Automatic mounting at boot time with `/etc/fstab`

Above, manual mounts are explained for new and removable disks. It is of course necessary for file-systems to be automatically mounted at boot time. What gets mounted and how is specified in the configuration file `/etc/fstab`.

It will usually look something like this for the disk we partitioned above:

	/dev/hda1	/	ext2	defaults	1 1
	/dev/hda6	/tmp	ext2	defaults	1 2
	/dev/hda7	/var	ext2	defaults	1 2
	/dev/hda8	/usr	ext2	defaults	1 2
5	/dev/hda9	/home	ext2	defaults	1 2
	/dev/hda5	swap	swap	defaults	0 0
	/dev/fd0	/mnt/floppy	auto	noauto,user	0 0
	/dev/cdrom	/mnt/cdrom	iso9660	noauto,ro,user	0 0
	none	/proc	proc	defaults	0 0
10	none	/dev/pts	devpts	mode=0622	0 0

For the moment we are interested in the first six lines only. The first three fields (columns) dictate the partition, the directory where it is to be mounted, and the file-system type, respectively. The fourth field gives options (the `-o` option to mount).

The fifth field tells whether the file-system contains real files. It is used by the `dump` to decide if it can should be backed up. This is not commonly used.

The last field tells the order in which an `fsck` should be done on the partitions. The `/` partition should come first with a 1, and all other partitions should come directly after. By placing 2's everywhere else, it ensures that partitions on different disks can be checked in parallel, which speeds things up slightly at boot time.

The `floppy` and `cdrom` entries allow you to use an abbreviated form of the mount command. `mount` will just look up the corresponding directory and file-system type from `/etc/fstab`. Try

```
mount /dev/cdrom
```

These entries also have the `user` option which allows ordinary users to mount these devices. The `ro` option once again tells to mount the CDROM read only, and the `noauto` command tells `mount` **not** to mount these file-systems at boot time.

`proc` is a kernel info database that looks like a file-system. For example `/proc/cpuinfo` is not any kind of file that actually exists on a disk somewhere. Try `cat /proc/cpuinfo`.

Many programs use `/proc` to get information on the status and configuration of your machine. More on this will be discussed in Section ??.



The `devpts` file-system is another pseudo-file-system that generates terminal master/slave pairs for programs. This is mostly of concern to developers.

## 19.8 RAM and loopback devices

A *RAM* device is a block device that can be used as a disk, but really points to a physical area of RAM.

A *loopback* device is a block device that can be used as a disk, but really points to an ordinary file somewhere.

If your imagination isn't already running wild, consider creating a floppy disk with file-system, files and all, without actually having a floppy disk; and then writing the results to a file that can be `dd`'d to a floppy at any time. You can do this with *loopback* and *RAM* devices.

You can have a whole other LINUX  system inside a 500MB file on a Windows partition and boot into it — thus obviating having to repartition a Windows machine just to run LINUX .

### Formatting a floppy inside a file

The operations are quite trivial. To create an `ext2` floppy inside a 1440kB *file*, do:

```
dd if=/dev/zero of=~/.file-floppy count=1440 bs=1024
losetup /dev/loop0 ~/.file-floppy
mke2fs /dev/loop0
mkdir ~/mnt
mount /dev/loop0 ~/mnt
ls -al ~/mnt
```

When you are finished copying the files that you want into `/mnt`, merely

```
umount ~/mnt
losetup -d /dev/loop0
```

To dump the file-system to a floppy,

```
dd if=~/.file-floppy of=/dev/fd0 count=1440 bs=1024
```

A similar procedure for *RAM* devices

```
dd if=/dev/zero of=/dev/ram0 count=1440 bs=1024
mke2fs /dev/ram0
mkdir ~/mnt
mount /dev/ram0 ~/mnt
ls -al ~/mnt
```

When you are finished copying the files that you want into `/mnt`, merely

```
umount ~/mnt
```

To dump the file-system to a floppy or file respectively:

```
dd if=/dev/ram0 of=/dev/fd0 count=1440 bs=1024  
dd if=/dev/ram0 of=~/file-floppy count=1440 bs=1024
```

## Chapter 20

# Advanced Shell Scripting

This chapter will complete your knowledge of sh shell scripting begun in Chapter 7 and expanded on in Chapter 9. These three chapters represent almost everything you can do with the bash shell.

### 20.1 Lists of commands

The special operator `&&` and `||` can be used to execute functions in sequence. For instance:

```
grep '^harry:' /etc/passwd || useradd harry
```

The `||` means to only execute the second command if the first command returns an error. In the above case, `grep` will return an exit code of 1 if `harry` is not in the `/etc/passwd` file, causing `useradd` to be executed.

An alternate representation is

```
grep -v '^harry:' /etc/passwd && useradd harry
```

where the `-v` option inverts the sense of matching of `grep`. `&&` has the opposite meaning to `||`: i.e. to execute the second command only if the first succeeds.

Adept script writers often string together many commands to create the most succinct representation of an operation:

```
grep -v '^harry:' /etc/passwd && useradd harry || \  
    echo "`date`: useradd failed" >> /var/log/my_special_log
```

### 20.2 Special parameters: `$?`, `$*` etc.

An ordinary variable can be expanded with `$VARIABLE`. Commonly used variables like `PATH` and special variables like `PWD` and `RANDOM` were covered in Chapter 9. There are further expansions which are documented under the section **Special Parameters** in the bash man page. My comments are given in braces:

The shell treats several parameters specially. These parameters may only be referenced; assignment to them is not allowed.

- \$\*** Expands to the positional parameters (i.e. the command-line arguments passed to the shell script, with **\$1** being the first argument, **\$2** the second etc.), starting from one. When the expansion occurs within double quotes, it expands to a single word with the value of each parameter separated by the first character of the **IFS** special variable. That is, "**\$\***" is equivalent to "**\$1****c****\$2****c**...", where **c** is the first character of the value of the **IFS** variable. If **IFS** is unset, the parameters are separated by spaces. If **IFS** is null, the parameters are joined without intervening separators.
- \$@** Expands to the positional parameters, starting from one. When the expansion occurs within double quotes, each parameter expands to a separate word. That is, "**\$@**" is equivalent to "**\$1**" "**\$2**" ... When there are no positional parameters, "**\$@**" and **\$@** expand to nothing (i.e., they are removed). (Hint: this is very useful for writing wrapper shell scripts that just add one argument.)
- \$#** Expands to the number of positional parameters in decimal (i.e. the number of command-line arguments).
- \$?** Expands to the status of the most recently executed foreground pipeline (i.e. the exit code of the last command).
- \$-** Expands to the current option flags as specified upon invocation, by the **set** builtin command, or those set by the shell itself (such as the **-i** option).
- \$\$** Expands to the process ID of the shell. In a **()** subshell, it expands to the process ID of the current shell, not the subshell.
- \$\_** Expands to the process ID of the most recently executed background (asynchronous) command. (i.e. after executing a background command with *command* **&**, the variable **\$\_** will give its process ID.)
- \$0** Expands to the name of the shell or shell script. This is set at shell initialization. If **bash** is invoked with a file of commands, **\$0** is set to the name of that file. If **bash** is started with the **-c** option, then **\$0** is set to the first argument after the string to be executed, if one is present. Otherwise, it is set to the file name used to invoke **bash**, as given by argument zero. (Note that **basename \$0** is a useful way to get the name of the current command without the leading path.)
- \$-** At shell startup, set to the absolute file name of the shell or shell script being executed as passed in the argument list. Subsequently, expands to the last argument to the previous command, after expansion. Also set to the full file name of each command executed and placed in the environment exported to that command. When checking mail, this parameter holds the name of the mail file currently being checked.

## 20.3 Expansion

*Expansion* refers to the way **bash** will modify the command-line before executing it. **bash** will perform several textual modifications to the command-line, proceeded in the following order:

**Brace expansion** We have already shown how you can use, for example, the shorthand `file_{one,two,three}.txt` to create multiple files `file_one.txt`, `file_two.txt` and `file_three.txt`. This is known as brace expansion and occurs before any other kind of modification to the command-line.

**Tilde expansion** The special character `~` is replaced with the full path contained in the **HOME** environment variable, or the home directory of users login (if **\$HOME** is null). `~+` is replaced with the current working directory and `~-` is replaced with the most recent previous working directory. The latter two are rarely used.

**Parameter expansion** This refers to expanding anything that begins with a `$`. Note that **\$VAR** and **\${VAR}** do exactly the same thing, except in the latter case, **VAR** can contain non-“whole-word” characters that would normally confuse **bash**.

There are several parameter expansion tricks that you can use to do string manipulation. Most shell programmers never bother with these, probably because they are not well supported by other UNIX's.

- `${VAR:-default}` This will result in `$VAR` unless `VAR` is unset or null, in which case it will result in *default*.
- `${VAR:=default}` Same as previous except that *default* is also assigned to `VAR` if it is empty.
- `${VAR:-default}` This will result in an empty string if `VAR` is unset or null, otherwise it will result in *default*. This is the opposite behaviour of `${VAR:-default}`.
- `${VAR:?message}` This will result in `$VAR` unless `VAR` is unset or null, in which case an error message containing *message* will be displayed.
- `${VAR:offset}` or `${VAR:n:l}` This produces the *n*th character of `$VAR` and then the following *l* characters. If *l* is not present, then all characters to the right of the *n*th character are produced. This is useful to split up strings. Try:

```
TEXT=scripting_for_phun
echo ${TEXT:10:3}
echo ${TEXT:10}
```

- `${#VAR}` Gives the length of `$VAR`.
- `${!PRE*}` Gives a list of all variables whose names begin with *PRE*.
- `${VAR#pattern}` `$VAR` is returned with the glob expression *pattern* removed from the leading part of the string. For instance `${TEXT#scr}` in the above example will return `ripting_for_phun`.
- `${VAR##pattern}` This is the same as the previous expansion except that if *pattern* contains wild-cards, then it will try to match the maximum length of characters.
- `${VAR%pattern}` The same as `${VAR#pattern}` except that characters are removed from the trailing part of the string.
- `${VAR%%pattern}` The same as `${VAR##pattern}` except that characters are removed from the trailing part of the string.
- `${VAR/search/replace}` `$VAR` is returned with the first occurrence of the string *search* replaced with *replace*.
- `${VAR/#search/replace}` Same as `${VAR/search/replace}` except that the match is attempted from the leading part of `$VAR`.
- `${VAR/%search/replace}` Same as `${VAR/search/replace}` except that the match is attempted at the trailing part of `$VAR`.
- `${VAR//search/replace}` Same as `${VAR/search/replace}` except that all instances of *search* are replaced.

**Backquote expansion** We have already shown back-quote expansion in 7.12. Note that the additional notation `$(command)` is equivalent to ``command`` except that escapes (i.e. `\`) are not required for special characters.

**Arithmetic expansion** We have already shown arithmetic expansion on page 39. Note that the additional notation `$((expression))` is equivalent to `$(expression)`.

**Finally** The last modifications to the command line are the splitting of the command-line into words according to the white-space between them. The `IFS` (*Internal Field Separator*) environment variable is used to determine what characters delimit command-line words (usually white-space). Having divided the command-line into words, path names are expanded according to glob wild cards. You should consult `bash(1)` for a comprehensive description of the pattern matching options that most people don't know about.

## 20.4 Built-in commands

Many commands operate some built-in functionality of `bash` or are especially interpreted. These do not invoke an executable off the file-system. Some of these were described in Chapter 7, and a few more are discussed here. For an exhaustive description, consult `bash(1)`.

**:** A single colon by itself does nothing. It is useful for a “no-operation” line such as:

```
if <command> ; then
:
else
    echo "<command> was unsuccessful"
fi
```

**source filename args ...** Read *filename* into the current shell environment. This is useful for executing a shell script where any environment variables set by that script must be preserved.

**. filename args ...** A single dot is the same as the `source` command.

**alias command=value** Creates a pseudonym for a command. Try:

```
alias necho="echo -n"
necho "hello"
```

Some distributions alias the `mv`, `cp` and `rm` commands to the same with the `-i` (interactive) option set. This prevents files from being deleted without prompting, but can be irritating for the administrator. See your `/.bashrc` file for these settings.

**unalias command** Remove an alias created with the `alias` built-in.

**alias -p** Print a list of aliases.

**eval arg ...** Executes *args* as a line of shell script.

**exec command arg ...** Begins executing *command* under the same process ID as the current script. This is most often used for shell scripts that are mere “wrapper” scripts for real programs. The wrapper script will set any environment variables and then `exec` the real program binary as its last line. `exec` should never return.

**local var=value** Assigns a value to a variable. The resulting variable will be visible only within the current function.

**pushd directory and popd** These two commands are useful for jumping around directories. `pushd` can be used instead of `cd`, but unlike `cd` the directory is saved onto a list of directories. At any time, entering `popd` will return you to the previous directory. This is nice for navigation since it remembers where you have been to any level.

**printf format args ...** This is like the `C printf` function. It outputs to the terminal like `echo` but is useful for more complex formatting of output. See `printf(3)` for details and try `printf "%10.3e\n" 12` as an example.

**pwd** Print the present working directory.

**set** Print the value of all environment variables. See also the section on `set` below.

**times** Print the accumulated user and system times for the shell and for processes run from the shell.

**type command** Tells whether *command* is an alias, a built-in or a system executable.

**ulimit** Prints and sets various user resource limits like memory usage limits and CPU limits. See `bash(1)` for details.

**umask** `umask` was discussed in Section 14.1.



**unset** *VAR* Delete a variable or environment variable.

**unset -f** *func* Delete a function.

**wait** Pauses until all background jobs have completed.

**wait** *PID* Pauses until background process with process ID of *PID* has exited, then returns the exit code of the background process.

**wait** *%job* Same w.r.t. a job spec.

## 20.5 Trapping signals — the `trap` command

You will often want to make your script perform certain actions in response to a signal. A list of signals can be found on Page 58. To trap a signal, create a function and then use the `trap` command to bind the function to the signal:

```
#!/bin/sh

function on_hangup ()
{
5   echo 'Hangup (SIGHUP) signal recieved'
}

trap on_hangup SIGHUP

10 while true ; do
    sleep 1
done

exit 0
```

Run the above script and then send the process ID the `-HUP` signal to test it.

An important function of an program is to clean up after itself on exit. The special signal `EXIT` (not really a signal) is used to execute code on exit of the script:

```
#!/bin/sh

function on_exit ()
{
5   echo 'I should remove temp files now'
}

trap on_exit EXIT

10 while true ; do
    sleep 1
done

exit 0
```

Breaking the above program will cause it to print its own epitaph.

If `-` is given instead of a function name, then the signal is unbound (i.e. set to its default value).

## 20.6 Internal settings — the `set` command

The `set` command can modify certain behavioural settings of the shell. Your current options can be displayed with `echo $-`. Various `set` commands are usually entered at the top of a script or given as command-line options to `bash`. Using `set +option` instead of `set -option` disables the option. Here are a few examples:

**`set -e`** Exit immediately if any simple command gives an error.

**`set -h`** Cache the location of commands in your `PATH`. If your `LINUX` installation changes, this can confuse the shell. This option is enabled by default.

**`set -n`** Read commands without executing them. This is useful for syntax checking.

**`set -o posix`** Comply exactly with the POSIX 1003.2 standard.

**`set -u`** Report an error when trying to reference a variable that is unset. Usually `bash` just fills in an empty string.

**`set -v`** Print each line of script as it is executed.

**`set -x`** Display each command expansion as it is executed.

**`set -C`** Do not overwrite existing files when using `>`. `> |` can be used to force overwriting.

## 20.7 Useful scripts

Here is a collection of useful utility scripts that people are always asking for on the mailing lists.

### 20.7.1 `if` conditionals

The `if test ...` was used to control program flow in Chapter 7. `Bash` however has a built-in alias for the `test` function: the left square brace, `[`.

Using `[` instead of `test` adds only elegance:

```
if [ 5 -le 3 ] ; then
    echo '5 < 3'
fi
```

It is important at this point to realise that the `if` command understands nothing of arithmetic. It merely executes a command `test` (or in this case `[`) and tests the exit code. If the exit code is zero, then the command is considered to be successful and `if` proceeds with the body of the `if` statement block. The onus is on the `test` command to properly evaluate the expression given to it.

`if` can equally well be used with any command:

```
if echo "$PATH" | grep -qvw /usr/local/bin ; then
    export PATH="$PATH:/usr/local/bin"
fi
```

conditionally adds `/usr/local/bin` if `grep` does not find it in your `PATH`.

### 20.7.2 Internet connectivity test

The acid test for an Internet connection is a successful DNS query. You can use `ping` to test if a server is up, but some networks filter ICMP messages, and `ping` does not check if your DNS is working. `dig` will send a single UDP packet similar to `ping`. Unfortunately it takes rather long to time out, so we fudge in a `kill` after 2 seconds.

This script blocks until it successfully queries a remote name-server. Typically, the next few lines of following script would run `fetchmail` and mail server queue flush, or possibly `uucp`. Do set the name-server IP to something appropriate like that of your local ISP; and increase the 2 second time-out if your name-server typically takes longer to respond:

```

MY_DNS_SERVER=197.22.201.154

while true ; do
  (
5     dig @$MY_DNS_SERVER netscape.com IN A &
      DIG_PID=$!
      { sleep 2 ; kill $DIG_PID ; } &
      wait $DIG_PID
  ) 2>/dev/null | grep -q '^[^;]*netscape.com' && break
10 done

```

### 20.7.3 Recursive grep (search)

Recursively searching through a directory tree can be done easily with the `find` and `xargs` commands. You should consult both these man pages. The following command pipe searches through the kernel source for anything about the “pcnet” ethernet card, printing also the line number:

```
find /usr/src/linux -follow -type f | xargs grep -iHn pcnet
```

(You will notice how this returns rather a lot of data. However going through it carefully can be quite instructive.)

Limiting to a certain file extension is just another common use of this pipe sequence:

```
find /usr/src/linux -follow -type f -name '*.ch' | xargs grep -iHn pcnet
```

### 20.7.4 Recursive search and replace

One often wants to perform a search and replace throughout all the files in an entire source tree. A typical example is the changing of a function call name throughout lots of C source. The following script is a must for any `/usr/local/bin/`. Notice the way it recursively calls itself:

```

#!/bin/sh

N=`basename $0`

5 if [ "$1" = "-v" ] ; then
    VERBOSE="-v"
    shift
fi

10 if [ "$3" = "" -o "$1" = "-h" -o "$1" = "--help" ] ; then
    echo "$N: Usage"

```

```

    echo "          $N [-h|--help] [-v] <regexp-search> \
<regexp-replace> <glob-file>"
    echo
15    exit 0
fi

S="$1" ; shift ; R="$1" ; shift
T=$$replc

20    if echo "$1" | grep -q / ; then
        for i in "$@" ; do
            SEARCH='echo "$S" | sed 's/,,\,\,\,\,/,g''
            REPLACE='echo "$R" | sed 's/,,\,\,\,\,/,g''
25            cat $i | sed "s/$SEARCH/$REPLACE/g" > $T
            D="$?"
            if [ "$D" = "0" ] ; then
                if diff -q $T $i >/dev/null ; then
                    :
30                else
                    if [ "$VERBOSE" = "-v" ] ; then
                        echo $i
                    fi
                    cat $T > $i
35                fi
                rm -f $T
            fi
        done
    else
40        find . -type f -name "$1" | xargs $0 $VERBOSE "$S" "$R"
    fi

```

### 20.7.5 cut and awk — manipulating text file fields

The cut command is useful for slicing files into fields; try:

```
cut -d: -f1 /etc/passwd
cat /etc/passwd | cut -d: -f1
```

The awk program is an interpreter for a complete programming language call AWK. Its primary use today is in field stripping. Its slightly more flexible than cut,

```
cat /etc/passwd | awk -F : '{print $1}'
```

especially where white space gets in the way:

```
ls -al | awk '{print $6 " " $7 " " $8}'
ls -al | awk '{print $5 " bytes"}'
```

which isolates the time and size of the file respectively.

Get your non-local IP addresses with:

```
ifconfig | grep 'inet addr:' | fgrep -v '127.0.0.' | cut -d: -f2 | cut -d' ' -f1
```

And reverse an IP address with:

```
echo 192.168.3.2 | awk -F . '{print $4 "." $3 "." $2 "." $1 }'
```

## 20.7.6 Calculations with `bc`

Scripts can easily use `bc` to do calculations that `expr` can't handle. For example, convert to decimal with:

```
echo -e 'ibase=16;FFFF' | bc
```

to binary with

```
echo -e 'obase=2;12345' | bc
```

or work out the SIN of 45 degrees with:

```
pi='echo "scale=10; 4*a(1)" | bc -l'
echo "scale=10; s(45*$pi/180)" | bc -l
```

## 20.7.7 Convert graphics formats of many files

The `convert` program of the *ImageMagick* package is a command many Windows users would love. It can easily be used to convert multiple files from one format to another. Changing a file's extension can be done with `echo filename — sed -e 's/\old$/ .new/'`, while `convert` does the rest:

```
for i in *.pcx ; do
    CMD="convert -quality 625 $i `echo $i | sed -e 's/\.pcx$/ .png/'`"
    # Show the command line to the user:
    echo $CMD
    # Execute the command line:
    eval $CMD
done
```

Note that the search and replace expansion mechanism could also be used to replace the extensions: `${i/%.pcx/.png}` produces the desired result.

Incidentally, the above nicely compresses hi resolution pcx files — possibly the output of a scanning operation, or a  $\text{\LaTeX}$  compilation into PostScript rendered with GhostScript (i.e. `gs -sDEVICE=pcx256 -sOutputFile=page%d.pcx file.ps`).

## 20.7.8 Persistent background processes

Consider wanting to run a process, say the `rxvt` terminal, in the background. This can be done simply with:

```
rxvt &
```

However, `rxvt` still has its output connected to the shell, and is a child process of the shell. When a login shell exits, it may take its child processes with it. `rxvt` may also die of its own accord out of trying to read or write to a terminal that does not exist without the parent shell. Now try:

```
{ rxvt >/dev/null 2>&1 </dev/null & } &
```

This is known as *forking twice*, and *redirecting the terminal to dev null*. The shell can know about its child processes, but not about the its “grand-child” processes. We have hence create a daemon process proper with the above command.

Now it is easy to create a daemon process that restarts itself if it happens to die. Although such functionality is best accomplished within C (which you will get a taste of in Chapter 22), you can make do with:

```
{ { while true ; do rxvt ; done ; } >/dev/null 2>&1 </dev/null & } &
```

You will notice the effects of all these tricks with:

```
ps awwwxf
```

### 20.7.9 Processing the process list

The following command uses the custom format option of `ps` to print every conceivable attribute of a process:

```
ps -awwxo %cpu,%mem,alarm,args,blocked,bsdstart,bsdtime,c,caught,cmd,comm,\
command,cputime,drs,dsiz,egid,egroup,eip,esp,etime,euid,euser,f,fgid,fgroup,\
flag,flags,fname,fsgid,fsgroup,fsuid,fsuser,fuid,fuser,gid,group,ignored,\
5 intpri,lim,longname,lstart,m_drs,m_trs,majflt,majflt,minflt,minflt,ni,\
nice,nwchan,opri,pagein,pcpu,pending,pgid,pgrp,pid,pmem,ppid,pri,rgid,rgroup,\
rss,rssize,rsz,ruid,ruser,s,sess,session,sgi_p,sgi_rss,sgid,sgroup,sid,sig,\
sig_block,sig_catch,sig_ignore,sig_pend,sigcatch,sigignore,sigmask,stackp,\
10 start,start_stack,start_time,stat,state,stime,suid,suser,svgid,svgroup,svuid,\
svuser,sz,time,timeout,tmout,tname,tpgid,trs,trss,tsiz,tt,TTY,TTY4,TTY8,ucomm,\
uid,uid_hack,uname,user,vsize,vsz,wchan
```

best piped to a file and viewed with a non-wrapping text editor. More interestingly, the `awk` command can print the Process ID of a command like:

```
ps awx | grep -w 'http[d]' | awk '{print $1}'
```

prints all the processes having `httpd` in the command name or command line. This is useful for killing `netscape` as follows:

```
kill -9 `ps awx | grep 'net[sc]ape' | awk '{print $1}'`
```

(Note that the `[a]` in the regular expression prevents `grep` from finding itself in the process list.)

Other useful `ps`'s are:

```
ps awwwf
ps awwwl
ps awwwv
ps awwwu
5 ps awwws
```

The `f` option is most useful for showing parent-child relationships. It stands for *forest*, and shows the full process tree. For example, here I am running an X desktop with two windows:

PID	TTY	STAT	TIME	COMMAND
1	?	S	0:05	init [5]
2	?	SW	0:02	[kflushd]

```

3 ?      SW      0:02 [kupdate]
5 4 ?      SW      0:00 [kpiod]
5 5 ?      SW      0:01 [kswapd]
6 ?      SW<     0:00 [mdrecoveryd]
262 ?     S       0:02 syslogd -m 0
272 ?     S       0:00 klogd
10 341 ?    S       0:00 xinetd -reuse -pidfile /var/run/xinetd.pid
447 ?     S       0:00 crond
480 ?     S       0:02 xfs -droppriv -daemon
506 tty1   S       0:00 /sbin/mingetty tty1
507 tty2   S       0:00 /sbin/mingetty tty2
15 508 tty3  S       0:00 /sbin/mingetty tty3
509 ?     S       0:00 /usr/bin/gdm -nodaemon
514 ?     S       7:04 \_ /etc/X11/X -auth /var/gdm/:0.Xauth :0
515 ?     S       0:00 \_ /usr/bin/gdm -nodaemon
524 ?     S       0:18 \_ /opt/icewm/bin/icewm
20 748 ?     S       0:08 \_ rxvt -bg black -cr green -fg whi
749 pts/0  S       0:00 | \_ bash
5643 pts/0 S       0:09 | | \_ mc
5645 pts/6  S       0:02 | | \_ bash -rcfile .bashrc
25292 pts/6 R      0:00 | | \_ ps awwxf
25 11780 ?    S       0:16 \_ /usr/lib/netscape/netscape-commu
11814 ?     S       0:00 \_ (dns helper)
15534 pts/6 S      3:12 cooledit -I /root/.cedit/projects/Rute
15535 pts/6 S      6:03 \_ aspell -a -a

```

The `u` option shows the useful user format, while the others show virtual memory, signal and long format.

## 20.8 Shell initialisation

Here I will briefly discuss what initialisation takes place after logging in, and how to modify it.

The interactive shell invoked after logging in will be the shell specified in the last field of the user's entry in the `/etc/passwd` file. The `login` program will invoke the shell after authenticating the user, placing a `-` in front of the command name, which indicates to the shell that it is a *login shell*, meaning that it reads and execute several scripts to initialise the environment. In the case of `bash`, the files it reads are: `/etc/profile`, `/.bash_profile`, `/.bash_login` and `/.profile`, in that order. In addition, an interactive shell that is not a login shell also read `/.bashrc`. Note that traditional `sh` shells only read `/etc/profile` and `/.profile`.

### 20.8.1 Customising the `PATH` and `LD_LIBRARY_PATH`

Administrators can customise things like the environment variables by modifying these startup scripts. Consider the classic case of an installation tree under `/opt/`. Often a package like `/opt/staroffice/` or `/opt/oracle/` will require the `PATH` and `LD_LIBRARY_PATH` variables to be adjusted accordingly. In the case of RedHat, a script,

```

for i in /opt/*/bin /usr/local/bin ; do
    test -d $i || continue
    echo $PATH | grep -wq "$i" && continue
    PATH=$PATH:$i
5    export PATH
done

if test `id -u` -eq 0 ; then
10    for i in /opt/*/sbin /usr/local/sbin ; do
        test -d $i || continue
        echo $PATH | grep -wq "$i" && continue
        PATH=$PATH:$i
    done

```

```

        export PATH
    done
15 fi

for i in /opt/*/lib /usr/local/lib ; do
    test -d $i || continue
    echo $LD_LIBRARY_PATH | grep -wq "$i" && continue
20 LD_LIBRARY_PATH=$LD_LIBRARY_PATH:$i
    export LD_LIBRARY_PATH
done

```

can be placed as `/etc/profile.d/my_local.sh` with execute permissions. This will take care of anything installed under `/opt/` or `/usr/local/`. For Debian<sup>Ⓞ</sup>, the script can be inserted directly into `/etc/profile`.

Page 163 of Chapter 22 contains details of exactly what `LD_LIBRARY_PATH` is.

(Unrelated, but you should also edit your `/etc/man.config` to add man page paths that appear under all installation trees under `/opt/`.)

## 20.9 File locking

Often, one would like a process to have *exclusive access* to a file. By this we mean that only one process can access the file at any one time. Consider a mail folder: if two processes were to write to the folder simultaneously it could become corrupted. We also sometimes want to ensure that a program can never be run twice at the same time; this is another use for “locking”.

In the case of a mail folder, if the file is being written to, then **no** other process should try read it or write to it: and we would like to create a *write lock* on the file. However if the file is being read from, **no** other process should try to write to it: and we would like to create a *read lock* on the file. Write locks are sometimes called *exclusive locks*, while read locks are sometimes called *shared locks*. Often *exclusive locks* are preferred for simplicity.

Locking can be implemented by simply creating a temporary file to indicate to other processes to wait before trying some kind of access. UNIX also has some more sophisticated builtin functions.

### 20.9.1 Locking a mailbox file

There are currently four methods of file locking ↘The `exim` sources seem to indicate thorough research in this area, so this is what I am going on.↗

1. “dot lock” file locking. Here, a temporary file is created with the same name as the mail folder and the extension `.lock` added. So long as this file exists, no program should try to access the folder. This is an exclusive lock only. It is easy to write a shell script to do this kind of file locking.
2. “MBX” file locking. Similar to 1. but a temporary file is created in `/tmp`. This is also an exclusive lock.
3. `fcntl` locking. Databases require areas of a file to be locked. `fcntl` is a system call to be used inside C programs.
4. `flock` file locking. Same as `fcntl`, but locks whole files.

The following shell function does proper mailbox file locking:

```

function my_lockfile ()
{

```



```

    TEMPFILE="$1.$$"
    LOCKFILE="$1.lock"
5   echo $$ > $TEMPFILE 2>/dev/null || {
        echo "You don't have permission to access `dirname $TEMPFILE`"
        return 1
    }
    ln $TEMPFILE $LOCKFILE 2>/dev/null && {
10        rm -f $TEMPFILE
        return 0
    }
    STALE_PID=`< $LOCKFILE`
    test "$STALE_PID" -gt "0" >/dev/null || {
15        return 1
    }
    kill -0 $STALE_PID 2>/dev/null && {
        rm -f $TEMPFILE
        return 1
    }
20    rm $LOCKFILE 2>/dev/null && {
        echo "Removed stale lock file of process $STALE_PID"
    }
    ln $TEMPFILE $LOCKFILE 2>/dev/null && {
25        rm -f $TEMPFILE
        return 0
    }
    rm -f $TEMPFILE
    return 1
30 }

```

(Note how instead of ``cat $LOCKFILE``, we use ``< $LOCKFILE`` which is faster.)

You can include this in scripts that need to lock any kind file as follows:

```

# wait for a lock
until my_lockfile /etc/passwd ; do
    sleep 1
done
5
# The body of the program might go here
# [...]

# Then to remove the lock,
10 rm -f /etc/passwd.lock

```

There are a couple of interesting bits in this script: note how the `ln` function is used to ensure “exclusivity”. `ln` is one of the few UNIX functions that is *atomic*, meaning that only one link of the same name can exist, and its creation excludes the possibility that another program would think that it had successfully created the same link. One might naively expect that the program,

```

function my_lockfile ()
{
    LOCKFILE="$1.lock"
    test -e $LOCKFILE && return 1
    touch $LOCKFILE
    return 0
5
}

```

is sufficient for file locking. However consider if two programs running simultaneously executed line 4 at the same time. *Both* would think that the lock did not exist and proceed to line 5. Then both would successfully create the lockfile — not what you wanted.

The `kill` command is then useful for checking if a process is running. Sending the 0 signal does nothing to the process, but fails if the process does not exist. This can be used to remove a lock of a process that died before doing so itself: i.e. a *stale* lock.

### 20.9.2 Locking over NFS

The above script does **not** work if your file system is mounted over NFS (*networked file system* — see Chapter 28). This is obvious because it relies on the PID of the process, which could clash across different machines. Not so obvious is that the `ln` function does not work exactly right over NFS — you need to `stat` the file and actually check that the link count has increased to 2.

There is a program that comes with the `procmail` package called `lockfile` and another that comes with the `mutt` email reader called `mutt.dotlock` (perhaps not distributed). These do similar file locking, but do not store the PID in the lock file. Hence it is not possible to detect a stale lock file. For example to search your mailbox, you can do:

```
lockfile /var/spool/mail/mary.lock
grep freddy /var/spool/mail/mary
rm -f /var/spool/mail/mary.lock
```

which will ensure that you are searching a clean mailbox even if `/var` is a remote NFS share.

### 20.9.3 Directory versus File locking

File locking is a headache for the developer. The problem with UNIX is that whereas we are intuitively thinking about locking a *file*, what we really mean is locking a *file name* within a directory. *File locking per se* should only be used on perpetual files, such as database files. For mailbox and `passwd` files we need *directory locking* — My own term — meaning the exclusive access of one process to a particular directory entry. In my opinion, lack of such a feature is a serious deficiency in UNIX, but because it will require kernel, NFS, and (possibly) C library extensions, will probably not come into being any time soon.

### 20.9.4 Locking inside C programs

This certainly outside of the scope of this text, except to say that you should consult the source code of reputed packages rather than invent your own locking scheme.

## Chapter 21

# A Simple System Service — lpd Print Server

Every function of UNIX is provided by one or other package. For instance, mail is often handled by the `sendmail` or other package, web by the `apache` package.

Here we will examine how to obtain, install and configure a package, using `lpd` as an example. You can then apply this to any other package, and later chapters will assume that you know these concepts. This will also suffice as an explanation of how to set up and manage printing.

### 21.1 Using `lpr`

Printing under UNIX on a properly configured machine is as simple as typing `lpr -Plp <filename>` (or `cat <filename> | lpr -Plp`). The “lp” in `-Plp` is the name of the printer *queue* on the local machine you would like to print to, and can be omitted if you are printing to the default (i.e. the first listed) queue. A *queue* belongs to a physical printer, so that users can predict where paper will come spewing out, by what queue they print to. Queues are conventionally named `lp`, `lp0`, `lp1` and so on, and any number of them may have been redirected to any other queue on any other machine on the network.

The command `lprm` removes pending jobs from a print queue while `lpq` reports jobs in progress.

The service that facilitates this all is called `lpd`. The `lpr` user program makes a network connection to the `lpd` background process, sending it the print job. `lpd` then queues, filters and feeds the job until it appears in the print tray.

### 21.2 Downloading and installing

The following should relieve the questions of “Where do I get <xxx> service/package from?” and “How do I install it?”. Full coverage of package management will come in Section 24.2. This will show you briefly how to use package managers with respect to a real system service.

Let us say we know nothing of the service except that it has something to do with a file `/usr/sbin/lpd`. First we use our package managers to find where the file comes from (Debian<sup>©</sup> commands are shown in braces):

```
rpm -qf /usr/sbin/lpd
( dpkg -S /usr/sbin/lpd )
```

Will return `lpr-0.nn-n` (for RedHat 6.2, or `LPRng-n.n.nn-n` on RedHat 7.0, or `lpr` on Debian<sup>©</sup>). On RedHat you may have to try this on a different machine because `rpm` does not know about packages that are not installed. Alternatively, if we would like to see if a package is installed whose name contains the letters `lpr`:

```
rpm -qa | grep -i lpr
( dpkg -l '*lpr*' )
```

If the package is not present, the package file will be on your CDROM and is easy to install it with (RedHat 7.0 and Debian<sup>©</sup> in braces):

```
rpm -i lpr-0.50-4.i386.rpm
( rpm -i LPRng-3.6.24-2 )
( dpkg -i lpr_0.48-1.deb )
```

(Much more of this is covered in Chapter 24.)

The list of files of which the `lpr` package is comprised (easily obtained with `rpm -ql lpr` or `dpkg -L lpr`), is approximately as follows:

```

5 /etc/init.d/lpd                /usr/share/man/man1/lprm.1.gz
  /etc/cron.weekly/lpr          /usr/share/man/man5/printcap.5.gz
  /usr/sbin/lpf                 /usr/share/man/man8/lpc.8.gz
  /usr/sbin/lpc                 /usr/share/man/man8/lpd.8.gz
10 /usr/sbin/lpd                 /usr/share/man/man8/pac.8.gz
  /usr/sbin/pac                 /usr/share/man/man8/lpf.8.gz
  /usr/bin/lpq                  /usr/share/doc/lpr/README.Debian
  /usr/bin/lpr                  /usr/share/doc/lpr/copyright
  /usr/bin/lprm                 /usr/share/doc/lpr/examples/printcap
10 /usr/bin/lptest               /usr/share/doc/lpr/changelog.gz
  /usr/share/man/man1/lpr.1.gz   /usr/share/doc/lpr/changelog.Debian.gz
  /usr/share/man/man1/lptest.1.gz /var/spool/lpd/lp
  /usr/share/man/man1/lpq.1.gz   /var/spool/lpd/remote
```

## 21.3 LPRng vs. legacy lpr-0.nn

(The word *legacy* with regard to software means outdated, superseded, obsolete or just old.)

RedHat 7.0 has now switched to using LPRng rather than the legacy `lpr` that Debian<sup>©</sup> and other distributions use. LPRng is a more modern and comprehensive package, and supports the same `/etc/printcap` file and identical binaries as did the legacy `lpr` on RedHat 6.2. The only differences will be in the control files created in your spool directories, and a different access control mechanism (discussed below).

## 21.4 Package elements

A package's many files can be loosely grouped into the following elements:

### Documentation files

Documentation should be your first and foremost interest. `man` pages will not always be the only documentation provided. Above we see that `lpr` does not install very much into the `/usr/share/doc` directory. However other packages, like `rpm -ql apache` reveal a huge user manual (in `/home/httpd/html/manual/`), while `rpm -ql wu-ftpd` shows lots inside `/usr/doc/wu-ftpd-2.5.0`.

## Web pages, mailing lists, and download points

Every package will probably have a team that maintains it that will have a web page. In the case of `lpd`, however, the code is very old, and the various CD vendors do maintenance on it themselves. A better example is the `lprNG` package. Goto *the lprNG web page* <<http://www.astart.com/lprng/LPRng.html>> with your web browser. There you can see the authors, mailing lists and points of download. If a particular package is of much interest to you, then you should get familiar with these resources. Good web pages will also have additional documentation like trouble-shooting guides and FAQ's (Frequently Asked Questions). Some may even have archives of their mailing lists. Note that some web pages are geared more toward CD vendors who are trying to create their own distribution, and will not have packages for download that beginner users can easily install.

## User programs

These will be in one or other `bin` directory. In this case we can see `lpq`, `lpr`, `lprm` and `lpctest`, as well as their associated man pages.

## Daemon and administrator programs

These will be in one or other `sbin` directory. In this case we can see `lpc`, `lpd`, `lpf` and `pac`, as well as their associated man pages. The only *daemon* (background) program is really the `lpd` program itself which is the core of the whole package.

## Configuration files

The file `/etc/printcap` controls `lpd`. Most system services will have a file in `/etc`. `printcap` is a plain text file that `lpd` reads on startup. Configuring any service primarily involves editing its configuration file. There are several graphical configuration tools available that avoid this inconvenience (`linuxconf`, and `printtool` which is especially for `lpd`) but these actually just silently produce the same configuration file.

Because printing is so integral to the system, `printcap` is not actually provided by the `lpr` package. Trying `rpm -qf /etc/printcap` gives `setup-2.3.4-1`, while `dpkg -S /etc/printcap` shows it to not be owned (i.e. part of the base system).

## Initialisation files

The files in `/etc/rc.d/init.d/` (or `/etc/init.d/`) are the startup and shutdown scripts to run `lpd` on boot and shutdown. You can start `lpd` yourself on the command line with,

```
/usr/sbin/lpd
```

But it is preferably to use the given script:

```
/etc/rc.d/init.d/lpd start  
/etc/rc.d/init.d/lpd stop
```

(or `/etc/init.d/lpd`). It has other uses as well:

```
/etc/rc.d/init.d/lpd status  
/etc/rc.d/init.d/lpd restart
```

(or /etc/init.d/lpd).

To make sure that lpd runs on startup, you can check that it has a symlink under the appropriate runlevel. This is explained by running,

```
ls -al `find /etc -name '*lpd*'`
```

showing,

```

5 -rw-r--r-- 1 root root 17335 Sep 25 2000 /etc/lpd.conf
  -rw-r--r-- 1 root root 10620 Sep 25 2000 /etc/lpd.perms
  -rwxf--x--x 1 root root 2277 Sep 25 2000 /etc/rc.d/init.d/lpd
10 lrwxrwxrwx 1 root root 13 Mar 21 14:03 /etc/rc.d/rc0.d/K60lpd -> ../init.d/lpd
  lrwxrwxrwx 1 root root 13 Mar 21 14:03 /etc/rc.d/rc1.d/K60lpd -> ../init.d/lpd
  lrwxrwxrwx 1 root root 13 Mar 21 14:03 /etc/rc.d/rc2.d/S60lpd -> ../init.d/lpd
  lrwxrwxrwx 1 root root 13 Mar 24 01:13 /etc/rc.d/rc3.d/S60lpd -> ../init.d/lpd
  lrwxrwxrwx 1 root root 13 Mar 21 14:03 /etc/rc.d/rc4.d/S60lpd -> ../init.d/lpd
  lrwxrwxrwx 1 root root 13 Mar 28 23:13 /etc/rc.d/rc5.d/S60lpd -> ../init.d/lpd
  lrwxrwxrwx 1 root root 13 Mar 21 14:03 /etc/rc.d/rc6.d/K60lpd -> ../init.d/lpd

```

The “3” in rc3.d is the one we are interested in. Having S60lpd symlinked to lpd under rc3.d means that lpd will be started when the system enters *runlevel 3*, which is the system’s usual operation.

Note that under RedHat you can run the command `setup` which has a menu option `System Services`. This will allow you to manage what services come alive on boot, thus creating the above symlinks automatically.

More details on bootup are in Chapter 32.

## Spool files

Systems services like lpd, innd, sendmail and uucp create intermediate files in the course of processing each request. These are called *spool* files and are stored in one or other /var/spool/ directory.

lpd has a spool directory /var/spool/lpd, which may have been created on installation. You can create spool directories for the two printers in the example below, with

```
mkdir -p /var/spool/lpd/lp /var/spool/lpd/lp0
```

## Log files

A log file is a plain text file that has one liner status messages appended to it continually by a daemon process. The usual directory for log files is /var/log. The main log file is the file /var/log/messages. It contains kernel messages and messages from a few primary services. Where a service would produce large log files (think web access with thousands of hits per hour) the service would use its own log file. sendmail for example uses /var/log/maillog. lpd does not have a log file of its own (one of its failings).

View the system log file with the *follow* option to tail:

```
tail -f /var/log/messages
```

restarting the lpd service gives messages like:

```

Jun 27 16:06:43 cericon lpd: lpd shutdown succeeded
Jun 27 16:06:45 cericon lpd: lpd startup succeeded

```

## 21.5 The printcap file in detail

The `printcap` (*printer capabilities*) is similar (and based on) the `termcap` file (*terminal capabilities*). Configuring a printer means adding or removing text in this file. `printcap` contains a list of one line entries, one for each printer. Lines can be broken by a `\` before the newline. Here is an example of a `printcap` file for two printers.

```
lp:\
    :sd=/var/spool/lpd/lp:\
    :mx#0:\
    :sh:\
    :lp=/dev/lp0:\
    :if=/var/spool/lpd/lp/filter:
lp0:\
    :sd=/var/spool/lpd/lp0:\
    :mx#0:\
    :sh:\
    :rm=edison:\
    :rp=lp3:\
    :if=/bin/cat:
```

Printers are named by the first field: in this case `lp` is the first printer and `lp0` the second printer. Each printer usually refers to a different physical device with its own queue. The `lp` printer should always be listed first and is the default print queue used when no other is specified. Here `lp` refers to a local printer on the device `/dev/lp0` (first parallel port). `lp0` refers to a remote print queue `lp3` on a machine `edison`.

The `printcap` has a comprehensive man page. However the following fields are explained, and are most of what you will ever need:

**sd** Spool directory. This directory contains status and spool files.

**mx** Maximum file size. In this case unlimited.

**sh** Suppress headers. The header is a few informational lines printed before or after the print job. This should always be off.

**lp** Line printer device.

**if** Input filter. This is an executable script into which printer data is piped. The output of this script is fed directly to the printing device, or remote machine. This filter will hence translate from the applications output into the printer's native code.

**rm** Remote machine. If the printer queue is non-local, this is the machine name.

**rp** Remote printer queue name. The remote machine will have its own `printcap` file with possibly several printers defined. This specifies which.

## 21.6 Postscript and the print filter

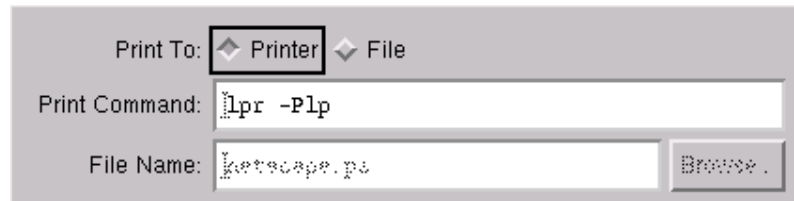
On UNIX the standard format for all printing is the PostScript file. PostScript `.ps` files are graphics files representing arbitrary scalable text, lines and images. PostScript is actually a programming language specifically designed to draw things on a page, hence `.ps` files are really postscript programs. The last line in any PostScript program will always be `showpage`, indicating that, having completed all drawing operations, that the page can now be displayed. Hence it is easy to see the number of pages inside a PostScript file, by grepping for the string `showpage`.

The procedure for printing on UNIX is to convert whatever you would like to print into PostScript. PostScript files can be viewed using a PostScript “emulator”, like the `gv` (ghostview) program. A program called `gs` (ghostscript) is the standard utility for converting the PostScript into a format suitable for your printer. The idea behind PostScript is that it is a language that can easily be built into any printer. The so-call “PostScript printer” is one that directly interprets a PostScript file. However these printers are relatively expensive, and most printers only understand the lesser PCL (printer control language) dialect or some other format.

In short, any of the hundreds of different formats of graphics and text has a utility that will convert it into PostScript, whereafter `gs` will convert it for any of the hundreds of different kinds of printers. There are actually many printers not supported by `gs` at the time of this writing. This is mainly because manufacturers refuse to release specifications to their printer communication protocols. The print filter is the work horse of this whole operation.

Most applications, conveniently output PostScript whenever printing. For example, netscape’s

Print... Alt+P menu selection shows



which sends PostScript though the stdin of `lpr`. All applications without their own printer drivers will do the same. This means that we can generally rely on the fact that the print filter will always receive PostScript. `gs` on the other hand can convert PostScript for any printer, so all that remains is to determine its command-line options.

Note that filter programs should not be used with remote filters, remote printer queues can send their PostScript as-is with `:if=/bin/cat :` (as in the example `printcap` file above). This way, the machine connected to the device need be the only one configured for it.

The filter program we are going to use for the local print queue will be a shell script `/var/spool/lpd/lp/filter`. Create the filter with

```
touch /var/spool/lpd/lp/filter
chmod a+x /var/spool/lpd/lp/filter
```

then edit it so that it looks like

```
#!/bin/bash
cat | gs -sDEVICE=ljet4 -sOutputFile=- -sPAPERSIZE=a4 -r600x600 -q -
exit 0
```

The `-sDEVICE` option describes the printer. In this example a Hewlett Packard LaserJet 1100. Many printers have very similar or compatible formats, hence there are far fewer `DEVICE`’s than different makes of printers. To get a full list of supported devices, use `gs -h` and also consult the file `/usr/doc/ghostscript-?.??.devices.txt` (or `/usr/share/doc/ghostscript-?.??.Devices.htm`, or `/usr/share/doc/gs/devices.txt.gz`).

The `-sOutputFile=-` sets to write to stdout (as required for a filter). The `-sPAPERSIZE` can be set to one of `11x17`, `a3`, `a4`, `a5`, `b3`, `b4`, `b5`, `halfletter`, `ledger`, `legal`, `letter`, `note` and others listed in the man page. You can also use `-g<width>x<height>` to set the exact page size in pixels. `-r600x600` sets the resolution, in this case 600 dpi (dots per inch). `-q` means to set quiet mode, suppressing any informational messages which would otherwise corrupt the postscript output, and finally `-` means to read from stdin and not from a file.

Our printer configuration is now complete. What remains is to start `lpd` and test print. This can be done on the command line with the `enscript` package. `enscript` is a program to convert ordinary ascii text into nicely



formatted PostScript pages. The man page for `enscript` shows an enormous number of options, but we can simply try:

```
echo hello | enscript -p - | lpr
```

## 21.7 Access control

Note that you should be very careful about running `lpd` on any machine that is exposed to the Internet. `lpd` has had numerous security reports and should really only be used within a trusted LAN.

To prevent any remote machine from using your printer, `lpd` first looks in the file `/etc/hosts.equiv`. This is a simple list of all machines allowed to print to your printers. My own file looks like:

```
192.168.3.8
192.168.3.9
192.168.3.10
192.168.3.11
```

The file `/etc/hosts.lpd` does the same, but doesn't give those machines administrative control to the print queues. Note that other services like `sshd` and `rshd` (or `in.rshd`) also check the `hosts.equiv` file and consider any machine listed to be *equivalent*. This means that they are completely trusted and `rshd` will not request user logins between machines to be authenticated. This is hence a security concern.

`LPRng` on RedHat 7.0 has a different access control facility. It can arbitrarily limit access in a variety of ways depending on the remote user and the action (such as who is allowed to manipulate queues). The file `/etc/lpd.perms` contains the configuration. The file format is simple, although `LPRng`'s capabilities are rather involved — to make a long story short, the equivalent `hosts.equiv` becomes in `lpd.perms`:

```
ACCEPT SERVICE=* REMOTEIP=192.168.3.8
ACCEPT SERVICE=* REMOTEIP=192.168.3.9
ACCEPT SERVICE=* REMOTEIP=192.168.3.10
ACCEPT SERVICE=* REMOTEIP=192.168.3.11
5 DEFAULT REJECT
```

Large organisations with many untrusted users should look more closely at the `LPRng-HOWTO` in `/usr/share/doc/LPRng-n.n.nn`. It will explain how to limit access in more complicated ways.

## 21.8 Troubleshooting

Here is a convenient order for checking what is not working.

- 1 Check if your printer is plugged in, and working. All printers have a way of printing a test page. Get your printer manual and try it.
- 2 Check your printer cable.
- 3 Check your CMOS settings for your parallel port.
- 4 Check your printer cable.
- 5 Try `echo hello > /dev/lp0` to check if the port is operating. The printer should do something indicating that data has at least been received. Chapter 42 explains how to get your parallel port kernel module installed.

- 6 Use the `lpc` program to query the `lpd` daemon. Try `help`, then `status lp` and so on.
- 7 Check that there is enough space in your `/var` and `/tmp` devices for any intermediate files needed by the print filter. For a large print job, this can be hundred of megabytes. `lpd` may not given any kind of error for a print filter failure: the print job may just dissappear into nowhere. If you are using legacy `lpr`, then complain to your distribution vendor about your print filter not properly logging to a file.
- 8 For legacy `lpr`, stop `lpd` and remove all of `lpd`'s runtime files in `/var/spool/lpd` and from any of its subdirectories. (New `LPRng` will not require this.) These are `.seq`, `lock`, `status`, `lpd.lock`, and any left over spool files that failed to dissappear with `lprm` (these files are recognisable by long file names with a hostname and random key embedded in the file name). Then restart `lpd`.
- 9 For remote queues check that you can do forward *and* reverse lookups on both machines of both machine's hostnames, and IP address. If not, you may get `Host name for your address (ipaddr) unknown` error messages when trying an `lpq`. Test with the command `host <ip-address>` and also `host <machine-name>` on both machines. If any of these do not work, add entries for both machines in `/etc/hosts` from the example on Page 195. Note that the `host` command may be ignorant of the file `/etc/hosts` and may still fail.
- 10 Legacy `lpd` is a bit of a quirky package — meditate.

## 21.9 Useful programs

`printtool` is a graphical printer setup program that is useful for very quickly setting up `lpd`. It will immediately generate a `printcap` file and magic filter without you having to know anything about `lpd` configuration.

`apsfilter` stands for *any to postscript filter*. The setup described above requires everything be converted to PostScript before printing, but a filter could foreseeably use the `file` command to determine the type of data coming in and then invoke a program to convert it to PostScript, before piping it through `gs`. This would enable JPEG, GIF, ascii text, DVI files or even gzipped HTML to be printed directly, since PostScript converters have been written for each of these. `apsfilter` is such a filter, which are generally called *magic filters* \This is because the `file` command uses magic numbers. See Page 22\.

I personally find this feature a gimmick rather than a genuine utility, since most of the time you want to layout the graphical object on a page before printing, which requires previewing it, and hence converting it to PostScript manually. For most situations, the straight PostScript filter above will work adequately, provided users know to use `enscript` instead of `lpr` when printing plain ascii text.

`mpage` is a very useful utility for saving the trees. It takes PostScript input and resizes so that two, four or eight pages fit on one. Change your print filter to:

```
#!/bin/bash
cat | mpage -4 | gs -sDEVICE=ljet4 -sOutputFile=- -sPAPERSIZE=a4 -r600x600 -q -
exit 0
```

There is also a package `psutils` that contains a variety of command-line PostScript manipulation programs — a must for anyone doing fancy things with filters.

## 21.10 Printing to things besides printers

The `printcap` allows anything to be specified as the printer device. If we set it to `/dev/null` and let our filter forcefully output to an alternative device, then we can use `lpd` to redirect “print” jobs to any kind of service imaginable.

Here, `my_filter.sh` is a script that might send the print job through an SMB (Windows NT) print share (using `smbclient` — see Chapter ??), to a printer previewer, or to a script that emails the job somewhere.

```
lp1:\
:sd=/var/spool/lpd/lp1:\
:mx#0:\
:sh:\
:lp=/dev/null:\
:if=/usr/local/bin/my_filter.sh:
```

I will show the specific example of a redirecting print jobs to a fax machine in Chapter 33.



## Chapter 22

# Trivial introduction to C

The C programming language was invented for the purposes of writing an operating system that could be recompiled (ported) to different hardware platforms (different CPU's). It is hence also the first choice for writing any kind of application that has to communicate efficiently with the operating system.

Many people who don't program in C very well think of C as an arbitrary language out of many. This point should be made at once: C is the fundamental basis of all computing in the world today. UNIX, Microsoft Windows, office suites, web browsers and device drivers are all written in C. 99% of your time spent at a computer is probably spent inside a C application \C++ is also quite popular. It is, however, not as fundamental to computing, although it is more suitable in many situations.\.

There is also no replacement for C. Since it fulfils its purpose without much flaw, there will never be a need to replace it. *Other languages may fulfil other purposes, but C fulfils its purpose most adequately.* For instance, all future operating systems will probably be written in C for a long time to come.

It is for these reasons that your knowledge of UNIX will never be complete until you can program in C.

## 22.1 C fundamentals

### 22.1.1 The simplest C program

A simple C program is:

```
#include <stdlib.h>
#include <stdio.h>

int main (int argc, char *argv[])
{
    printf ("Hello World!\n");
    return 3;
}
```

Save this program in a file `hello.c`. You can compile \Compiling is the process of turning C code into *assembler instructions*. Assembler instructions are the program code that your 80?86/Sparc/RS6000 CPU understands directly. The resulting binary executable is fast because it is executed natively by your processor — it is the very chip that you see on your motherboard that fetches `hello` byte for byte from memory and executes each instruction. This is what is meant by *million instructions per second* (MIPS). The *Megahertz* of the machine quoted by hardware vendors is *very* roughly the number of MIPS. Interpreted languages (like shell scripts) are much slower because the code itself is written in something not understandable to the CPU. The `/bin/bash` program has to *interpret* the shell program. `/bin/bash` itself is written

in C, but the overhead of interpretation makes scripting languages many orders of magnitude slower than compiled languages. Shell scripts therefore do not need to be compiled. ↵ this program with the command

```
gcc -Wall -o hello hello.c
```

the `-o hello` option tells `gcc` ↵ GNU ↵ C Compiler. `cc` on other UNIX systems. ↵ to produce the binary file `hello` instead of the default binary file name `a.out` ↵ Called `a.out` out of historical reasons. ↵. The `-Wall` option means to report all warnings during the compilation. This is not strictly necessary but most helpful for correcting possible errors in your programs.

Then run the program with

```
./hello
```

Previously you should have familiarised yourself with bash functions (See Section 7.7). In C *all* code is inside a function. The first function to be called (by the operating system) is the `main` function.

Type `echo $?` to see the return code of the program. You will see it is 3, indicating the return value of the `main` function.

Other things to note are the `"` on either side of the string to be printed. Quotes are required around string literals. Inside a string literal `\n` *escape sequence* indicates a newline character. `ascii(7)` shows some other escape sequences. You can also see a proliferation of `;` everywhere in a C program. Every statement in C is separated by a `;` unlike with shell scripts where a `;` is optional.

Now try:

```
#include <stdlib.h>
#include <stdio.h>

int main (int argc, char *argv[])
5 {
    printf ("number %d, number %d\n", 1 + 2, 10);
    exit (3);
}
```

`printf` may be thought of as the command to send output to the terminal. It is also what is known as a *standard C library function*. In other words, it is specified that a C implementation should always have the `printf` function and that it should behave in a certain way.

The `%d` indicates that a *decimal* should go in at that point in the text. The number to be substituted will be the first *argument* to the `printf` function after the string literal — i.e. the `1 + 2`. The next `%d` is substituted with the second argument — i.e. the `10`. The `%d` is known as a *format specifier*. It essentially *converts* an integer number into a decimal representation.

### 22.1.2 Variables and types

With bash you could use a variable anywhere anytime, and the variable would just be blank if it was never used before. In C you have to tell the compiler what variables you are going to need before each block of code.

This is done with a variable declaration:

```
#include <stdlib.h>
#include <stdio.h>

int main (int argc, char *argv[])
5 {
    int x;
    int y;
```

```

    x = 10;
    y = 2;
10  printf ("number %d, number %d\n", 1 + y, x);
    exit (3);
}

```

The `int x` is a variable declaration. It tells the program to reserve space for one *integer* variable and that it will later be referred to as `x`. `int` is the *type* of the variable. `x = 10` assigned the variable with the value 10. There are types for each of the kind of numbers you would like to work with, and format specifiers to convert them for printing:

```

#include <stdlib.h>
#include <stdio.h>

int main (int argc, char *argv[])
5  {
    char a;
    short b;
    int c;
    long d;
10   float e;
    double f;
    long double g;
    a = 'A';
    b = 10;
15   c = 10000000;
    d = 10000000;
    e = 3.14159;
    f = 10e300;
    g = 10e300;
20   printf ("%c, %hd, %d, %ld, %f, %f, %Lf\n", a, b, c, d, e, f, g);
    exit (3);
}

```

You will notice that `%f` is used for both floats *and* doubles. This is because floats are always converted to double during an operation like this. Also try replacing `%f` with `%e` to print in exponential notation — i.e. less significant digits.

### 22.1.3 Functions

Functions are implemented as follows:

```

#include <stdlib.h>
#include <stdio.h>

void multiply_and_print (int x, int y)
5  {
    printf ("%d * %d = %d\n", x, y, x * y);
}

int main (int argc, char *argv[])
10 {
    multiply_and_print (30, 5);
    multiply_and_print (12, 3);
    exit (3);
}

```

Here we have a non-main function *called* by the main function. The function is first *declared* with

```
void multiply_and_print (int x, int y)
```

This declaration states the return value of the function (`void` for no return value); the function name (`mutiply_and_print`) and then the *arguments* that are going to be passed to the function. The numbers passed to the function are given their own names, `x` and `y`, and are converted to the type of `x` and `y` before being passed to the function — in this case, `int` and `int`. The actual C code of which the function is comprised goes between curly braces `{` and `}`.

In other word, the above function is the same as:

```
void mutiply_and_print ()
{
    int x;
    int y;
    x = <first-number-passed>
    y = <second-number-passed>
    printf ("%d * %d = %d\n", x, y, x * y);
}
```

(Note that this is not permissable C code.)

### 22.1.4 for, while, if and switch statements

As with shell scripting, we have the `for`, `while` and `if` statements:

```
#include <stdlib.h>
#include <stdio.h>

int main (int argc, char *argv[])
{
    int x;

    x = 10;

    if (x == 10) {
        printf ("x is exactly 10\n");
        x++;
    } else if (x == 20) {
        printf ("x is equal to 20\n");
    } else {
        printf ("No, x is not equal to 10 or 20\n");
    }

    if (x > 10) {
        printf ("Yes, x is more than 10\n");
    }

    while (x > 0) {
        printf ("x is %d\n", x);
        x = x - 1;
    }

    for (x = 0; x < 10; x++) {
        printf ("x is %d\n", x);
    }

    switch (x) {
        case 9:
            printf ("x is nine\n");
            break;
        case 10:
            printf ("x is ten\n");
            break;
        case 11:
```



```

40     printf ("x is eleven\n");
        break;
    default:
        printf ("x is huh?\n");
        break;
45 }

    return 0;
}

```

It is easy to see the format that these take, although they are vastly different from shell scripts. C code works in *statement blocks* between curly braces, in the same way that shell scripts have *do's* and *done's*.

Note that with most programming languages when we want to add 1 to a variable we have to write, say `x = x + 1`. In C the abbreviation `x++` is used, meaning to *increment* a variable by 1.

The `for` loop takes three statements between `( ... )`. These are, a statement to start things off, a comparison, and a statement to be executed everytime after the statement block. The statement block after the `for` is executed until the comparison is untrue.

The `switch` statement is like `case` in shell scripts. `switch` considers the argument inside its `( ... )` and decides which `case` line to jump to. In this case it will obviously be `printf ("x is ten\n");` because `x` was 10 when the previous `for` loop exited. The `break` tokens means we are done with the `switch` statement and that execution should continue from Line 46.

Note that in C the comparison `==` is used instead of `=`. `=` means to assign a value to a variable, while `==` is an *equality operator*.

### 22.1.5 Strings, arrays and memory allocation

You can define a list of numbers with:

```
int y[10];
```

This is called an *array*:

```

#include <stdlib.h>
#include <stdio.h>

int main (int argc, char *argv[])
5 {
    int x;
    int y[10];
    for (x = 0; x < 10; x++) {
        y[x] = x * 2;
10    }
    for (x = 0; x < 10; x++) {
        printf ("item %d is %d\n", x, y[x]);
    }
    return 0;
15 }

```

If an array is of type *character* then it is called a *string*:

```

#include <stdlib.h>
#include <stdio.h>

int main (int argc, char *argv[])
5 {
    int x;

```

```

char y[11];
for (x = 0; x < 10; x++) {
    y[x] = 65 + x * 2;
}
10 for (x = 0; x < 10; x++) {
    printf ("item %d is %d\n", x, y[x]);
}
y[10] = 0;
15 printf ("string is %s\n", y);
return 0;
}

```

Note that a string has to be *null-terminated*. This means that the last character must be a zero. The code `y[10] = 0` sets the eleventh item in the array to zero. This also means that strings need to be one `char` longer than you would think.

(Note that the first item in the array is `y[0]`, not `y[1]`, like some other programming languages.)

In the above example, the line `char y[11]` reserved 11 bytes for the string. Now what if you want a string of 100000 bytes? C allows you to *allocate memory* for your 100k which means requesting memory from the kernel. Any non-trivial program will allocate memory for itself and there is no other way of getting large blocks of memory for your program to use. Try:

```

#include <stdlib.h>
#include <stdio.h>

int main (int argc, char *argv[])
5 {
    int x;
    char *y;
    y = malloc (11);
    printf ("%ld\n", y);
10 for (x = 0; x < 10; x++) {
        y[x] = 65 + x * 2;
    }
    y[10] = 0;
    printf ("string is %s\n", y);
15 free (y);
    return 0;
}

```

The declaration `char *y` would be new to you. It means to declare a variable (a number) called `y` that *points* to a memory location. The `*` (*asterix*) in this context means *pointer*. Now if you have a machine with perhaps 256 megabytes of RAM + swap, then `y` will have a range of about this much. The numerical value of `y` is also printed with `printf ("%ld\n", y);`, but is of no interest to the programmer.

When finished using memory it should be given back to the operating system. This is done with `free`. Programs that don't free all the memory they allocate are said to *leak* memory.

Allocating memory often requires you to perform a calculation to determine the amount of memory required. In the above case we are allocating the space of 11 `char`'s. Since each `char` is really a single byte, this presents no problem. But what if we were allocating 11 `int`'s? An `int` on a PC is 32 bits — four bytes. To determine the size of a type, we use the `sizeof` keyword:

```

#include <stdlib.h>
#include <stdio.h>

int main (int argc, char *argv[])
5 {
    int a;
    int b;
    int c;
}

```

```

10   int d;
    int e;
    int f;
    int g;
    a = sizeof (char);
    b = sizeof (short);
15   c = sizeof (int);
    d = sizeof (long);
    e = sizeof (float);
    f = sizeof (double);
    g = sizeof (long double);
20   printf ("%d, %d, %d, %d, %d, %d, %d\n", a, b, c, d, e, f, g);
    return 0;
}

```

Here you can see the number of bytes required by all of these types. Now we can easily allocate arrays of things other than char.

```

#include <stdlib.h>
#include <stdio.h>

int main (int argc, char *argv[])
5  {
    int x;
    int *y;
    y = malloc (10 * sizeof (int));
    printf ("%ld\n", y);
10   for (x = 0; x < 10; x++) {
        y[x] = 65 + x * 2;
    }
    for (x = 0; x < 10; x++) {
        printf ("%d\n", y[x]);
15   }
    free (y);
    return 0;
}

```

On many machines an int is four bytes (32 bits), but you should never assume this. **Always use the `sizeof` keyword to allocate memory.**

### 22.1.6 String operations

C programs probably do more string manipulation than anything else. Here is a program that divides a sentence up into words:

```

#include <stdlib.h>
#include <stdio.h>
#include <string.h>

5  int main (int argc, char *argv[])
    {
        int length_of_word;
        int i;
        int length_of_sentence;
10   char p[256];
        char *q;

        strcpy (p, "hello there, my name is fred.");

15   length_of_sentence = strlen (p);

        length_of_word = 0;

```

```

20   for (i = 0; i <= length_of_sentence; i++) {
       if (p[i] == ' ' || i == length_of_sentence) {
           q = malloc (length_of_word + 1);
           strncpy (q, p + i - length_of_word, length_of_word);
           q[length_of_word] = 0;
           printf ("word: %s\n", q);
25           free (q);
           length_of_word = 0;
       } else {
           length_of_word = length_of_word + 1;
       }
30   }
       return 0;
   }

```

Here we introduce three more *standard C library functions*. `strcpy` stands for *stringcopy*. It copies memory from one place to another. Line 13 of this program copies text *into* the character array `p`, which is called the *target* of the copy.

`strlen` stands for *stringlength*. It determines the length of a string, which is just a count of the number of characters up to the null character.

We need to loop over the length of the sentence. The variable `i` indicates the current position in the sentence.

Line 20 says that if we find a character 32 (denoted by ' ') we know we have reached a word boundary. We also know that the end of the sentence is a word boundary even though there may not be a space there. The token `||` means **OR**. At this point we can allocate memory for the current word, and copy the word into that memory. The `strncpy` function is useful for this. It copies a string, but only up to a limit of `length_of_word` characters (the last argument). Like `strcpy`, the first argument is the target, and the second argument is the place to copy from.

To calculate the position of the start of the last word, we use `p + i - length_of_word`. This means that we are adding `i` to the memory location `p` and then going back `length_of_word` counts thus pointing `strncpy` to the exact position.

Finally, we null terminate the string on Line 23. We can then print `q`, free the used memory, and begin with the next word.

To get a complete list of string operations, see `string(3)`.

### 22.1.7 File operations

Under most programming languages, file operations involve three steps: *opening* a file, *reading* or *writing* to the file, and then *closing* the file. The command `fopen` is commonly used to tell the operating system that you are ready to begin working with a file:

The following program opens a file and spits it out on the terminal:

```

#include <stdlib.h>
#include <stdio.h>
#include <string.h>

5  int main (int argc, char *argv[])
    {
        int c;
        FILE *f;

10     f = fopen ("mytest.c", "r");
        for (;;) {
            c = fgetc (f);
            if (c == -1)

```

```

15         break;
        printf ("%c", c);
    }
    fclose (f);
    return 0;
}

```

A new type is presented here: `FILE *`. It is a file operations variable that has to be *initialised* with `fopen` before we can use it. The `fopen` function takes two arguments: the first is the name of the file and the second is string explaining *how* we want to open the file — in this case `"r"` means *reading* from the start of the file. Other options are `"w"` for *writing* and several more described in `fopen(3)`.

The command `fgetc` gets a character from the file. It retrieves consecutive bytes from the file until it reaches the end of the file, where it returns a `-1`. The `break` statement indicates to immediately terminate the `for` loop, whereupon execution will continue from Line 17. `break` statements can appear inside `while` loops as well.

You will notice that the `for` loop is empty. This is allowable C code and means to loop forever.

Some other file functions are `fread`, `fwrite`, `fputc`, `fprintf` and `fseek`. See `fwrite(3)`, `fputc(3)`, `fprintf(3)` and `fseek(3)`.

### 22.1.8 Reading command-line arguments inside C programs

Up until now, you are probably wondering what the `(int argc, char *argv[])` are for. These are the command-line arguments passed to the program by the shell. `argc` is the number of command-line arguments and `argv` is an array of strings of each argument. Printing them out is easy:

```

#include <stdlib.h>
#include <stdio.h>
#include <string.h>

5 int main (int argc, char *argv[])
{
    int i;
    for (i = 0; i < argc; i++) {
        printf ("argument %d is %s\n", i, argv[i]);
10    }
    return 0;
}

```

### 22.1.9 A more complicated example

Here we put this altogether in a program that reads in lots of files and dumps them as words. Some new things in the following program are: `!=` is the inverse of `==`. It tests if *not-equal-to*; `realloc` *reallocates* memory — it resizes an old block of memory so that any bytes of the old block are preserved; `\n`, `\t` mean the newline character, 10, or the tab character, 9, respectively.

```

#include <stdlib.h>
#include <stdio.h>
#include <string.h>

5 void word_dump (char *filename)
{
    int length_of_word;
    int amount_allocated;
    char *q;
10    FILE *f;
    int c;

    c = 0;

15    f = fopen (filename, "r");

    length_of_word = 0;
}

```

```

20     amount_allocated = 256;
    q = malloc (amount_allocated);

    while (c != -1) {
        if (length_of_word >= amount_allocated) {
25             amount_allocated = amount_allocated * 2;
            q = realloc (q, amount_allocated);
        }

        c = fgetc (f);
        q[length_of_word] = c;

30         if (c == -1 || c == ' ' || c == '\n' || c == '\t') {
            if (length_of_word > 0) {
                q[length_of_word] = 0;
                printf ("%s\n", q);
35             }
            amount_allocated = 256;
            q = realloc (q, amount_allocated);
            length_of_word = 0;
        } else {
            length_of_word = length_of_word + 1;
40         }
    }

    fclose (f);
45 }

int main (int argc, char *argv[])
{
    int i;

50     if (argc < 2) {
        printf ("Usage:\n\twordsplit <filename> ...\n");
        exit (1);
    }

55     for (i = 1; i < argc; i++) {
        word_dump (argv[i]);
    }

60     return 0;
}

```

This program is more complicated than you might immediately expect. Reading in a file where we **know** that a word will never exceed 30 characters is simple. But what if we have a file that contains some words that are 100000 characters long? GNU 🐧 programs are expected to behave correctly under these circumstances.

To cope with normal as well as extreme circumstances, we assume to start off with that a word will never be more than 256 characters. If it appears that the word is growing passed 256 characters, we *reallocate* the memory space to double its size (Line 24 and 25). When we start with a new word, we can free up memory again, so we *realloc* back to 256 again (Line 36 and 37). In this way we only use the minimum amount of memory at each point in time.

We have hence created a program that can work efficiently with a 100 Gigabyte file just as easily as with a 100 byte file. *This is part of the art of C programming.*

Experienced C programmers may actually scoff at the above listing because it really isn't as "minimalistic" as you may be able to write it with more experience. In fact it is really a truly excellent listing for the simple reason that, firstly, it is easy to understand, and secondly, it is an efficient algorithm (albeit not optimal). *Readability in C is your first priority — it is imperative that what you do is obvious to anyone reading the code.*

### 22.1.10 #include and prototypes

At the start of each program will be one or more `#include` statements. These tell the compiler to read in another C program. Now "raw" C does not have a whole lot in the way of protecting against errors: for example the `strcpy` function could just as well be used with one, three or four arguments, and the C program would still compile. It would however reek havoc with the internal memory and cause the program to crash. These other .h C programs are called *header* files that contain templates for how functions are meant to be called. Every function you might like to use is contained in one or other template file. The templates are called *function prototypes*.

A function prototype is written the same as the function itself, but without the code. A function prototype for `word_dump` would simply be:

```
void word_dump (char *filename);
```

The trailing `;` is essential and distinguishes a function from a function prototype.

After a function prototype, any attempt to use the function in a way other than intended — say, passing to few arguments or arguments of the wrong type — will be met with fierce opposition from `gcc`.

You will notice that the `#include <string.h>` appeared when we started using string operations. Re-compiling these programs without the `#include <string.h>` line give the warning message:

```
mytest.c:21: warning: implicit declaration of function 'strncpy'
```

Which is quite to the point.

The function prototypes give a clear definition of how every function is to be used. `man` pages will always first state the function prototype so that you are clear on what arguments are to be passed, and what types they should have.

### 22.1.11 C comments

A C comment is denoted with `/* <comment lines> */`. Anything between the `/*` and `*/` is ignored and can span multiple lines. Every function should be commented, and all non-obvious code should be commented. It is a good rule that a program that *needs* lots of comments to explain it is *badly written*. Also, never comment the obvious and explain *why* you do things rather than *what* you are doing. It is advisable **not** to make pretty graphics between each function, so rather:

```
/* returns -1 on error, takes a positive integer */
int sqr (int x)
{
    <...>
```

than

```
5  /*****-----SQR-----*****/
   *          x = argument to make the square of          *
   *    return value =                                     *
   *          -1 (on error)                                *
   *          square of x (on success)                     *
   *****/
int sqr (int x)
{
    <...>
```

which is liable to give people nausea. Under C++, the additional comment `//` is allowed, which ignores everything between the `//` and the end of the line. It is accepted under `gcc`, but should not be used unless you really are programming in C++. In addition, programmers often “comment out” lines by placing an `#if 0...#endif` around them, which really does exactly the same thing as a comment (see Section 22.1.12), but allows you to comment out comments as well eg:

```
5  int x;
   x = 10;
   #if 0
   printf ("debug: x is %d\n", x);    /* print debug information */
   #endif
   y = x + 10;
   <...>
```

comments out Line 4.

### 22.1.12 #define and #if — C macros

Anything starting with a # is not actually C, but a C *preprocessor directive*. A C program is first run through a *preprocessor* which removes all spurious junk, like comments and #include statements. C programs can be made much more readable by defining *macros* instead of literal values. For instance:

```
#define START_BUFFER_SIZE 256
```

in our example program #defines the text START\_BUFFER\_SIZE to be the text 256. Thereafter wherever in the C program we have a START\_BUFFER\_SIZE, the text 256 will be seen by the compiler, and we can use START\_BUFFER\_SIZE instead. This is a much *cleaner* way of programming, because, if say we would like to change the 256 to some other value, we only need to change it in one place. START\_BUFFER\_SIZE is also more meaningful than a number, making the program more readable.

Whenever you have a *literal constant* like 256, you should replace it with a macro defined near the top of your program.

You can also check for the existence of macros with the #ifdef and #ifndef directive. # directives are really a programming language all on their own:

```

5  /* Set START_BUFFER_SIZE to fine tune performance before compiling: */
   #define START_BUFFER_SIZE 256
   /* #define START_BUFFER_SIZE 128 */
   /* #define START_BUFFER_SIZE 1024 */
   /* #define START_BUFFER_SIZE 16384 */

   #ifndef START_BUFFER_SIZE
   #error This code did not define START_BUFFER_SIZE. Please edit
   #endif

10  #if START_BUFFER_SIZE <= 0
   #error Woow! START_BUFFER_SIZE must be greater than zero
   #endif

15  #if START_BUFFER_SIZE < 16
   #warning START_BUFFER_SIZE to small, program may be inefficient
   #elif START_BUFFER_SIZE > 65536
   #warning START_BUFFER_SIZE to large, program may be inefficient
   #else
20  /* START_BUFFER_SIZE is ok, do not report */
   #endif

   void word_dump (char *filename)
   {
25     <...>
       amount_allocated = START_BUFFER_SIZE;
       q = malloc (amount_allocated);
       <...>

```

## 22.2 C Libraries

We made reference to the Standard C Library. The C language on its own does almost nothing; everything useful is an external function. External functions are grouped into libraries. The Standard C Library is the file /lib/libc.so.6. To list all the C library functions, do:

```
nm /lib/libc.so.6
nm /lib/libc.so.6 | grep ' T ' | cut -f3 -d' ' | grep -v '^_' | sort -u | less
```



many of these have man pages, however some will have no documentation and require you to read the comments inside the header files. It is better not to use functions unless you are sure that they are *standard* functions in the sense that they are common to other systems.

To create your own library is simple. Lets say we have two files that contain functions that we would like to create a library out of, `simple_math_sqrt.c`,

```
#include <stdlib.h>
#include <stdio.h>

static int abs_error (int a, int b)
5 {
    if (a > b)
        return a - b;
    return b - a;
}

10 int simple_math_isqrt (int x)
{
    int result;
    if (x < 0) {
15         fprintf (stderr, "simple_math_sqrt: taking the sqrt of a negative number\n");
        abort ();
    }
    result = 2;
    while (abs_error (result * result, x) > 1) {
20         result = (x / result + result) / 2;
    }
    return result;
}
```

and, `simple_math_pow.c`

```
#include <stdlib.h>
#include <stdio.h>

int simple_math_ipow (int x, int y)
5 {
    int result;
    if (x == 1 || y == 0)
        return 1;
    if (x == 0 && y < 0) {
10         fprintf (stderr, "simple_math_pow: raising zero to a negative power\n");
        abort ();
    }
    if (y < 0)
        return 0;
    result = 1;
    while (y > 0) {
15         result = result * x;
        y = y - 1;
    }
    return result;
20 }
```

We would like to call the library `simple_math`. It is good practice to name all the functions in the library `simple_math.??????`. The function `abs_error` is not going to be used outside of the file `simple_math_sqrt.c` and hence has the keyword `static` in front of it, meaning that it is a *local* function.

We can compile the code with:

```
gcc -Wall -c simple_math_sqrt.c
gcc -Wall -c simple_math_pow.c
```

The `-c` option means the *compile only*. The code is not turned into an executable. The generated files are `simple_math_sqrt.o` and `simple_math_pow.o`. These are called *object* files.

We now need to *archive* these files into a library. We do this with the `ar` command (a predecessor to `tar`):

```
ar libsimple_math.a simple_math_sqrt.o simple_math_pow.o
ranlib libsimple_math.a
```

The `ranlib` command indexes the archive.

The library can now be used. Create a file `mytest.c`:

```
#include <stdlib.h>
#include <stdio.h>

int main (int argc, char *argv[])
{
    printf ("%d\n", simple_math_ipow (4, 3));
    printf ("%d\n", simple_math_isqrt (50));
    return 0;
}
```

and run:

```
gcc -Wall -c mytest.c
gcc -o mytest mytest.o -L. -lsimple_math
```

The first command compiles the file `mytest.c` into `mytest.o`, while the second function is called *linking* the program, which assimilates `mytest.o` and the libraries into a single executable. The option `L.` means to look in the current directory for any libraries (usually only `/lib` and `/usr/lib` are searched). The option `-lsimple_math` means to assimilate the library `libsimple_math.a` (`lib` and `.a` are added automatically). This operation is called *static* linking because it happens before the program is run, and includes all object files into the executable.

We can also create a header file `simple_math.h` for using the library.

```
/* calculates the integer square root, aborts on error */
int simple_math_isqrt (int x);

/* calculates the integer power, aborts on error */
int simple_math_ipow (int x, int y);
```

Add the line `#include "simple_math.h"` to the top of `mytest.c`:

```
#include <stdlib.h>
#include <stdio.h>
#include "simple_math.h"
```

This will get rid of the implicit declaration of function warning messages. Usually `#include <simple_math.h>` would be used, but here this is a header file in the current directory — our *own* header file — and this is where we use `"simple_math.h"` instead of `<simple_math.h>`.

## 22.3 C projects — Makefiles

Now what if you make a small change to one of the files (as you are likely to do very often when developing)? You could script the process of compiling and linking, but the script would build everything, and not just the changed

file. What we really need is a utility that only recompiles object files whose sources have changed: `make` is such a utility.

`make` is a program that looks inside a `Makefile` in the current directory then does a lot of compiling and linking. `Makefiles` contain lists of rules and *dependencies* describing how to build a program.

Inside a `Makefile` you need to state a list of *what-depends-on-what* dependencies that `make` can work through, as well as the shell commands needed to achieve each goal.

Our first (last?) *dependency* in the process of completing the compilation is that `mytest` *depends-on* both the library, `libsimple_math.a`, and the object file, `mytest.o`. In `make` terms we create a `Makefile` line that looks like:

```
mytest:    libsimplmath.a mytest.o
```

meaning simply that the files `libsimplmath.a` `mytest.o` must exist and be updated before `mytest`. `mytest:` is called a *make target*. Beneath this line, we also need to state how to build `mytest`:

```
gcc -Wall -o $@ mytest.o -L. -lsimplmath
```

The `$@` means the name of the target itself which is just substituted with `mytest`. **Note that the space before the `gcc` is a tab character and not 8 space characters.**

The next dependency is that `libsimplmath.a` depends on `simple_math_sqrt.o` `simple_math_pow.o`. Once again we have a dependency, along with a shell script to build the target. The full `Makefile rule` is:

```
libsimplmath.a: simple_math_sqrt.o simple_math_pow.o
    rm -f $@
    ar rc $@ simple_math_sqrt.o simple_math_pow.o
    ranlib $@
```

**Note again that the left margin consists of a single tab character and not spaces.**

The final dependency is that the files `simple_math_sqrt.o` and `simple_math_pow.o` depend on the files `simple_math_sqrt.c` and `simple_math_pow.c`. This requires two `make target` rules, but `make` has a short way of stating such a rule for where there are many `C` source files,

```
.c.o:
    gcc -Wall -c -o $*.o $<
```

which means that any `.o` files needed can be built from a `.c` file of a similar name using the command `gcc -Wall -c -o $*.o $<`. `$*.o` means the name of the object file and `$<` means the name of the file that `$*.o` depends on, one at a time.

## Putting it all together

`Makefiles` can in fact have their rules put in any order, so its best to state the most obvious rules first for readability.

There is also a rule you should always state at the outset:

```
all:    libsimplmath.a mytest
```

The `all:` target is the rule that `make` tries to satisfy when `make` is run with no command-line arguments. This just means that `libsimplmath.a` and `mytest` are the last two files to be built, i.e. the top-level dependencies.

`Makefiles` also have their own form of environment variables, like shell scripts. You can see that we have used the text `simple_math` in three of our rules. It makes sense to define a macro for this so that if we can easily change to a different library name.

Our final Makefile is:

```
# Comments start with a # (hash) character like shell scripts.
# Makefile to build libsimple_math.a and mytest program.
# Paul Sheer <psheer@icon.co.za> Sun Mar 19 15:56:08 2000

5 OBJS      = simple_math_sqrt.o simple_math_pow.o
  LIBNAME   = simple_math
  CFLAGS    = -Wall

10 all:      lib$(LIBNAME).a mytest

mytest:     lib$(LIBNAME).a mytest.o
            gcc $(CFLAGS) -o $@ mytest.o -L. -l${LIBNAME}

15 lib$(LIBNAME).a: $(OBJS)
            rm -f $@
            ar rc $@ $(OBJS)
            ranlib $@

20 .c.o:
            gcc $(CFLAGS) -c -o $*.o $<

clean:
            rm -f *.o *.a mytest
```

We can now easily type

```
make
```

in the current directory to cause everything to be built.

You can see we have added an additional disconnected target `clean:`. Targets can be run explicitly on the command-line like:

```
make clean
```

which removes all built files.

Makefiles have far more uses than just building C programs. Anything that needs to be built from sources can employ a Makefile to make things easier.

## Chapter 23

# Shared libraries

### 23.1 What is a DLL?

DLL stands for *Dynamically Loadable Library*. This chapter follows directly from our construction of *static* (.a) libraries in Chapter 22. Creating a DLL is not as relevant as installing them. Here I will show you both so that you have a good technical overview of how DLL's work on UNIX. You can then promptly forget everything except `ldconfig` and `LD_LIBRARY_PATH` discussed below.

The .a library file is good for creating functions that many programs can include. This is called *code reuse*. But note how the .a file is *linked into* (included) in the executable `mytest` above. `mytest` is enlarged by the size of `libsimple_math.a`. Where there are hundreds of programs that use the same .a file, that code is effectively duplicated all over the file-system. Such inefficiency was deemed unacceptable since long before LINUX<sup>®</sup>, so library files were invented that only link with the program when it runs — a process known as *dynamic* linking. Instead of .a files, similar .so (*shared object*) files live in `/lib/` and `/usr/lib/` that get automatically linked to a program when it runs.

### 23.2 Creating DLL .so files

To create a DLL requires several changes to the Makefile on page 160:

```
5 OBJS      = simple_math_sqrt.o simple_math_pow.o
  LIBNAME    = simple_math
  SONAME     = libsimple_math.so.1.0.0
  SOVERSION  = libsimple_math.so.1.0
10 CFLAGS    = -Wall

all:      lib$(LIBNAME).so mytest

mytest: lib$(LIBNAME).so mytest.o
15 gcc $(CFLAGS) -o $@ mytest.o -L. -l${LIBNAME}

lib$(LIBNAME).so: $(OBJS)
  gcc -shared $(CFLAGS) $(OBJS) -lc -Wl,-soname -Wl,$(SONAME) \
    -o $(SONAME) && \
  ln -sf $(SONAME) $(SOVERSION) && \
  ln -sf $(SONAME) lib$(LIBNAME).so

.c.o:
20 gcc -fPIC -DPIC $(CFLAGS) -c -o $*.o $<
```

```
clean:
    rm -f *.o *.a *.so mytest
```

The `-shared` option to `gcc` builds our shared library. The `-W` options are linker options that set the version number of the library that linking programs will load at run time. The `-fPIC -DPIC` means to generate *position-independent code*, i.e. code suitable for dynamic linking. After running `make` we have,

```
lrwxrwxrwx 1 root root      23 Sep 17 22:02 libsimple_math.so -> libsimple_math.so.1.0.0
lrwxrwxrwx 1 root root      23 Sep 17 22:02 libsimple_math.so.1.0 -> libsimple_math.so.1.0.0
-rwxr-xr-x 1 root root    6046 Sep 17 22:02 libsimple_math.so.1.0.0
-rwxr-xr-x 1 root root    13677 Sep 17 22:02 mytest
```

## 23.3 DLL versioning

You may observe that our three `.so` files are similar to the many in `/lib/` and `/usr/lib/`. This complicated system of linking and symlinking is part of the process of *library versioning*. Although generating a DLL is out of the scope of most system admin's tasks, library version is important to understand:

DLL's have a problem. Consider a DLL that is outdated or buggy: simply copying the DLL over with a new one will effect all the applications that use it. If these applications rely on certain behaviour of the DLL code, then they will probably crash with the fresh DLL. UNIX has elegantly solved this problem by allowing multiple versions of DLL's to be present simultaneously. The programs themselves have their required version number built into them. Try,

```
ldd mytest
```

which will show the DLL files that `mytest` is scheduled to link with:

```
libsimpler_math.so.1.0 => ./libsimpler_math.so.1.0 (0x40018000)
libc.so.6 => /lib/libc.so.6 (0x40022000)
/lib/ld-linux.so.2 => /lib/ld-linux.so.2 (0x40000000)
```

At the moment we are interested in `libsimpler_math.so.1.0`. Note how it matches the `SOVERSION` variable in the `Makefile`. Note also how we have chosen our symlinks. We are effectively allowing `mytest` to link with any future `libsimpler_math.so.1.0.?` (were our `simpler_math` library to be upgraded to a new version) purely because of the way we have chosen our symlinks. However, it will not link with any library `libsimpler_math.so.1.1.?` for example. As developers of `libsimpler_math`, we are deciding that libraries of a different *minor* \For this example we are considering libraries to be named `libname.so.major.minor.patch` \ version number will be incompatible, while libraries of a different *patch* level will not be incompatible.

We could also change `SOVERSION` to `libsimpler_math.so.1`. This would effectively be saying that future libraries of different minor version number are compatible; only a change in the major version number would dictate incompatibility.

## 23.4 Installing DLL .so files

If we try to run `./mytest` you will be greeted with an error while loading shared libraries message. This is because the dynamic linker does not search the current directory for `.so` files. To run your program, you will have to install your library:

```
mkdir -p /usr/local/lib
install -m 0755 libsimpler_math.so libsimpler_math.so.1.0 \
    libsimpler_math.so.1.0.0 /usr/local/lib
```

---

Then edit the `/etc/ld.so.conf` file and add a line

```
/usr/local/lib
```

Then reconfigure your libraries with

```
ldconfig
```

Finally, run your program with

```
export LD_LIBRARY_PATH="$LD_LIBRARY_PATH:/usr/local/lib"  
./mytest
```

`ldconfig` configures all libraries on the system. It recreates appropriate symlinks (as we did) and rebuilds a lookup cache. The library directories it considers are `/lib`, `/usr/lib` and those listed in `/etc/ld.so.conf`. The `ldconfig` command should be run automatically when the system boots and manually whenever libraries are installed or upgraded.

The `LD_LIBRARY_PATH` environment variable is relevant to every executable on the system, and similar to the `PATH` environment variable. `LD_LIBRARY_PATH` dictates what directories should be searched when looking for library files. Here, we appended `/usr/local/lib` to the search path in case it was missing. Note that even with `LD_LIBRARY_PATH` unset, `/lib` and `/usr/lib` will always be searched.





## Chapter 24

# Installing Source Packages and Package Management

Here you will, first and foremost, learn to build packages from source, following on from your knowledge of Makefiles in Chapter 22. Most packages however also come as `.rpm` (RedHat) or `.deb` (Debian<sup>®</sup>) files which are discussed further below.

### 24.1 Building GNU source packages

Almost all packages originally come as C sources, tar'ed and available from one of the many public ftp sites, like `metalab.unc.edu`. Thoughtful developers would have made their packages GNU<sup>®</sup> standards compliant. This means that untaring the package will reveal the following files inside the top-level directory:

**INSTALL** This is a standard document beginning with the line "These are generic installation instructions.". Since all GNU<sup>®</sup> packages are install the same way, this file should always be the same.

**NEWS** News of interest to users.

**README** Any essential information. This is usually an explanation of what the package does, promotional material, and anything special that need be done to install it.

**COPYING** The GNU<sup>®</sup> General Public License.

**AUTHORS** A list of major contributors.

**ChangeLog** A especially formatted list, containing a history of all changes ever done to the package, by whom, and on what date. Used to track work on the package.

Being GNU<sup>®</sup> standards compliant should also mean that the package will install using only the three following commands:

```
./configure
make
make install
```

It also *usually* means that packages will compile on any UNIX system. Hence this section should be a good guide to getting LINUX<sup>®</sup> software to work on non-LINUX machines.

An example will now go through these steps. Begin by downloading `cooledit` from `metalab.unc.edu` in the directory `/pub/Linux/apps/editors/X/cooledit`, using `ftp`. Make a directory `/opt/src` where you are going to build such custom packages. Now

```
cd /opt/src
tar -xvzf cooledit-3.17.2.tar.gz
cd cooledit-3.17.2
```

You will notice that most sources have the name `package-major.minor.patch.tar.gz`. The *major* version of the package is changed when the developers make a substantial feature update or when they introduce incompatibilities to previous versions. The minor version is usually updated when small features are added. The patch number (also known as the patch *level*) is updated whenever a new release is made, and usually indicates bug fixes.

You can now `./configure` the package. The `./configure` script is generated by `autoconf` — a package used by developers to create C source that will compile on any type of UNIX system. The `autoconf` package also contains the *GNU Coding Standards* to which all software should comply. `autoconf` is the remarkable work of David MacKenzie. I often hear the myth that UNIX systems have so diverged that they are no longer compatible. The fact that sophisticated software like `cooledit` (and countless others) compiles on almost any UNIX machine should dispel this nonsense. There is also hype surrounding developers “porting” commercial software from other UNIX systems to LINUX. If they had written their software in the least bit properly to begin with, there would be no porting to be done. In short, *all* LINUX software runs on *all* UNIX’s. The only exceptions are a few packages that uses some custom features of the LINUX kernel.↵

```
./configure --prefix=/opt/cooledit
```

Here, `--prefix` indicates the top-level directory under which the package will be installed. (See Section 17.). Always also try:

```
./configure --help
```

to see package specific options. Another trick sets compile options:

```
CFLAGS='-O2 -fomit-frame-pointer -s -pipe' ./configure --prefix=/opt/cooledit
```

**-O2** Sets compiler optimisations to be *as-fast-as-possible-without-making-the-binary-larger*. (`-O3` almost never provides an advantage).

**-fomit-frame-pointer** Permits the compiler to use one extra register that would normally be used for debugging. Use this option only when you are absolutely sure you have no interest in analysing any running problems with the package.

**-s** Strips the object code. This reduces the size of the object code by eliminating any debugging data.

**-pipe** Don’t use temporary files. Rather use pipes to feed the code through the different stages of compilation. This usually speeds compilation.

Compile the package. This can take anything up to several hours depending on the amount of code and your CPU power. `cooledit` will compile in under 10 minutes on any entry level machine at the time of writing.↵

```
make
```

You can also do

```
make CFLAGS='-O0 -g'
```

if you decide that you would rather compile with debug support after all.

Install the package with,

```
make install
```

A nice trick to install into a different subdirectory is `\xNot always supported.\`:

```
mkdir /tmp/cooledit
make install prefix=/tmp/cooledit
```

You can use this to pack up the completed build for taring onto a different system. You should however never try to run a package from a different directory to the one it was `--prefix'd` to install into, since most packages compile-in the location of data they install.

Using a source package is often the best way to install when you want the package to work the way the developers intended. You will also tend to find more documentation, where vendors have neglected to include certain files.

## 24.2 Redhat and Debian binary packages

Through this section we will place Debian<sup>®</sup> examples inside braces, ( ... ). Since these are examples from actual systems they will not always correspond.

### Package versioning

The package numbering for RedHat and Debian<sup>®</sup> packages is often as follows (although this is far from a rule):

```
<package-name>-<source-version>-<package-version>.<hardware-platform>.rpm
( <package-name>_<source-version>-<package-version>.deb )
```

For example:

```
bash-1.14.7-22.i386.rpm
( bash_2.03-6.deb )
```

is the Bourne Again Shell you are using, major version 1, minor version 14, patch 7, package version 22, compiled for an Intel 386 processor. Sometimes the Debian<sup>®</sup> package will have the architecture appended to the version number, in the above case, perhaps `bash_2.03-6_i386.deb`.

The `<source-version>` is the version on the original tar file (as above). The `<package-version>` refers to the `.rpm` file itself, in this case, `bash-1.14.7-22.i386.rpm` has been packed together for the 8th time, possibly with minor improvements to the way it installs with each new number. The `i386` is called the *architecture* and could also be `sparc` for a *Sparc* \xType of processor used in Sun Microsystems' workstations\ machine, `ppc` for a *Power PC* \xAnother non-Intel workstation\, `alpha` for a *DEC Alpha* \xHigh end 64 bit server/workstation\ machine, or several others.

### Installing, upgrading and deleting

To install a package, run the following command on the `.rpm` or `.deb` file:

```
rpm -i mirrordir-0.10.48-1.i386.rpm  
( dpkg -i mirrordir_0.10.48-2.deb )
```

Upgrading can be done with, for example (Debian<sup>©</sup> automatically chooses an upgrade if the package is already present):

```
rpm -U mirrordir-0.10.49-1.i386.rpm  
( dpkg -i mirrordir_0.10.49-1.deb )
```

and then completely un-installing with

```
rpm -e mirrordir  
( dpkg --purge mirrordir )
```

With Debian<sup>©</sup>, a package removal does not remove configuration files, allowing you to reinstall later:

```
dpkg -r mirrordir
```

If you need to reinstall a package (perhaps because of a file being corrupted), use

```
rpm -i --force python-1.6-2.i386.rpm
```

Debian<sup>©</sup> reinstalls automatically if the package is present.

## Dependencies

Packages often require other packages to already be installed in order to work. The package database keeps a track of these *dependencies*. Often you will get an error: `failed dependencies:` (or dependency problems for Debian<sup>©</sup>) message when trying to install. This means that other packages must be installed first. The same might happen when trying to remove packages. If two packages mutually require each other, you must place them both on the command-line at once when installing. Sometimes a package requires something that is not essential, or is already provided by an equivalent package. For example, a program may require `sendmail` to be installed where `exim` is an adequate substitute. In such cases the option `--nodeps` skips dependency checking.

```
rpm -i --nodeps <rpm-file>  
( dpkg -i --ignore-depends=<required-package> <deb-file> )
```

Note that Debian<sup>©</sup> is far more fastidious about its dependencies, override them only when you are sure what is going on underneath.

## Package queries

`.rpm` and `.deb` packages are more than a way of archiving files; otherwise we could just use `.tar` files. Each package has its file list stored in a database that can be queried. The following are some of the more useful queries that can be done. Note that these are queries on *already* installed packages only:

To get a list of all packages (query all, `llist`),

```
rpm -qa  
( dpkg -l '*' )
```

To search for a package name,

```
rpm -qa | grep <regular-expression>
( dpkg -l <glob-expression> )
```

Try,

```
rpm -qa | grep util
( dpkg -l '*util*' )
```

To query for the existence of a package, say `textutils` ((query, llist) status)

```
rpm -q textutils
( dpkg -l textutils )
```

gives the name and version,

```
textutils-2.0e-7
( ii  textutils          2.0-2          The GNU text file processing utilities. )
```

To get info on a package,

```
rpm -qi <package>
( dpkg -s <package> )
```

To list libraries and other packages required by a some package,

```
rpm -qR <package>
( dpkg -s <package> | grep Depends )
```

To list what other packages require this one (with Debian<sup>Ⓒ</sup> we can check by attempting a remove with the `--no-act` option to merely test),

```
rpm -q --whatrequires <package>
( dpkg --purge --no-act <package> )
```

## File lists and file queries

To get a file list contained by a package ↘Once again, *not* for files but packages already installed.↙,

```
rpm -ql <package>
( dpkg -L <package> )
```

Package file lists are especially useful for finding what commands a package provides, as well as what documentation. Users are often frustrated by a package, that they “don’t know what to do with”. Listing files owned by the package is where to start.

To find out what package a file belongs to,

```
rpm -qf <filename>
( dpkg -S <filename> )
```

For example `rpm -qf /etc/rc.d/init.d/httpd` gives `apache-mod_ssl-1.3.12.2.6.6-1` on my system, and `rpm -ql fileutils-4.0w-3 | grep bin` gives a list of all other commands from `fileutils`. A trick to find all the sibling files of a command in your `PATH` is:

```
rpm -ql `rpm -qf `which --skip-alias <command> ` `
( dpkg -L `dpkg -S `which <command> ` | cut -f1 -d:` )
```

## Package verification

You sometimes might want to query if a package's files have been modified since installation (possibly by a hacker or an incompetent system administrator). To verify all packages is time consuming, but provides some very instructive output:

```
rpm -V `rpm -qa`
( debsums -a )
```

However there is not yet a way of saying that the package installed is the real package (see Section 44.3). To check this, you need to get your actual `.deb` or `.rpm` file and verify it with:

```
rpm -Vp openssl-2.1.1p4-1.i386.rpm
( debsums openssl_2.1.1p4-1_i386.deb )
```

Finally, even if you have the package file, how can you be absolutely sure that it is *the* package that the original packager created, and not some trojan substitution? This can be done with the `md5sum` command:

```
md5sum openssl-2.1.1p4-1.i386.rpm
( md5sum openssl_2.1.1p4-1_i386.deb )
```

`md5sum` uses the *MD5* mathematical algorithm to calculate a numeric *hash* value based on the file contents, in this case: `8e8d8e95db7fde99c09e1398e4dd3468`. This is identical to password hashing described on page 73. There is no feasible computational method of forging a package to give the same MD5 hash; hence packagers will often publish their `md5sum` results on their web page, and you can check these against your own as a security measure.

## Special queries

To query package a file that have not been installed, use for example:

```
rpm -qp --qf "[%{VERSION}]\n" <rpm-file>
( dpkg -f <deb-file> Version )
```

Here, `VERSION` is a query *tag* applicable to `.rpm` files. A list of other tags that can be queried is:

BUILDHOST	OBSOLETES	RPMTAG_PREUN
BUILDTIME	OS	RPMVERSION
CHANGELOG	PACKAGER	SERIAL
CHANGELOGTEXT	PROVIDES	SIZE
CHANGELOGTIME	RELEASE	SOURCERPM
COPYRIGHT	REQUIREFLAGS	SUMMARY
DESCRIPTION	REQUIRENAME	VENDOR
DISTRIBUTION	REQUIREVERSION	VERIFYSRIPT
GROUP	RPMTAG_POSTIN	VERSION
LICENSE	RPMTAG_POSTUN	
NAME	RPMTAG_PREIN	

	Conffiles	Maintainer	Replaces	
	Conflicts	Package	Section	
For Debian©, Version is a <i>control field</i> . Others are	Depends	Pre-Depends	Source	It is
	Description	Priority	Status	
	Essential	Provides	Suggests	
	Installed-Size	Recommends	Version	

further possible to extract all scripts, config and control files from a `.deb` file with:

```
dpkg -e <deb-file> <out-directory>
```

Which will create a directory `<out-directory>` and place the files in them. You can also dump the package as a tar file with:

```
dpkg --fsys-tarfile <deb-file>
```

or for an `.rpm` file,

```
rpm2cpio <rpm-file>
```

Finally package files lists can be queried with,

```
rpm -qip <rpm-file>
( dpkg -I <deb-file> )
rpm -qlp <rpm-file>
( dpkg -c <deb-file> )
```

analogous to similar queries on already-installed packages.

**dpkg/apt versus rpm**

Only a taste of Debian© package management was provided above. Debian© has two higher level tools: APT (*Advanced Package Tool* — comprised of the commands `apt-cache`, `apt-cdrom`, `apt-config` and `apt-get`); and `dselect` which is an interactive text based package selector. When you first install Debian© I suppose the first thing you are supposed to do is run `dselect` (there are other graphical front-ends — do a search on *Freshmeat* <<http://freshmeat.net/>>) and then install and configure all the things you skipped over during installation. Between these you can do some sophisticated time-saving things like recursively resolving package dependencies through automatic downloads — i.e. just mention the package and APT will find it and what it depends on, then download and install everything for you. See `apt(8)`, `sources.list(5)` and `apt.conf(5)` for more info.

There are also numerous interactive graphical applications for managing RPM packages. Most are purely cosmetic.

Experience will clearly demonstrate the superiority of Debian<sup>®</sup> packages over most others. You will also notice that where RedHat-like distributions have chosen a selection of packages that they thought *you* would find useful, Debian<sup>®</sup> has hundreds of volunteer maintainers selecting what *they* find useful. Almost every Free UNIX package on the Internet has been included into Debian<sup>®</sup>.

## 24.3 Source packages — building Redhat and Debian<sup>®</sup> packages

Both RedHat and Debian<sup>®</sup> binary packages begin life as source files from which their binary versions are compiled. Source RedHat packages will end in `.src.rpm` while Debian<sup>®</sup> packages will always appear under the source tree in the distribution. The `RPM-HOWTO` details the building of RedHat source packages, and Debian<sup>®</sup>'s `dpkg-dev` and `packaging-manual` packages contain a complete reference to the Debian<sup>®</sup> package standard and packaging methodologies (try `dpkg -L dpkg-dev` and `dpkg -L packaging-manual`).

Actually building packages will not be covered in this edition.



## Chapter 25

# Introduction to IP

### 25.1 Internet Communication

*IP* stands for *Internet Protocol*. It is the method by which data gets transmitted over the Internet. At a hardware level, network cards are capable of transmitting *packets* (also called *datagrams*) of data between one another. A packet contains a small block of say, 1 kilobyte of data. (In contrast to serial lines which transmit continuously.) All Internet communication occurs via transmission of packets, which travel intact between machines on either side of the world.

Each packet contains a header preceding the data of 24 bytes or more. Hence slightly more than the said 1 kilobyte of data would be found on the wire. When a packet is transmitted, the header would obviously contain the destination machine. Each machine is hence given a unique *IP address* — a 32 bit number. There are no machines on the Internet that do not have an IP address.

The header actually looks as follows:

Bytes	Description
0	bits 0–3: Version, bits 4–7: Internet Header Length (IHL)
1	Type of service (TOS)
2–3	Length
4–5	Identification
6–7	bits 0–3: Flags, bits 4–15: Offset
8	Time to live (TTL)
9	Type
10–11	Checksum
12–15	Source IP address
16–19	Destination IP address
20–IHL*4-1	Options + padding to round up to four bytes
Data begins at IHL*4 and ends at Length-1	

**Version** will for the mean time be 4, although *IP Next Generation* (version 6) is in the process of development. **IHL** is the length of the header divided by 4. **TOS** (*Type of Service*) is a somewhat esoteric field for tuning performance and will not be explained. The **Length** field is the length in bytes of the entire packet inclusive of the header. The **Source** and **Destination** are the IP addresses *from* and *to* where the packet is coming/going.

The above description constitutes the view of the Internet that a machine has. However, physically, the Internet consists of many small high speed networks (like a company or a university) called *Local Area Networks*, or *LANs*. These are all connected to each other via lower speed long distance links. On a LAN, the **raw** medium of transmission is not a packet but an Ethernet *frame*. Frames are analogous to packets (having both a header and

a data portion) but are sized to be efficient with particular hardware. IP packets are encapsulated within frames, where the IP packet fits within the **Data** part of the frame. A frame may however be too small to hold an entire IP packet, in which case the IP packet is split into several smaller packets. This group of smaller IP packets is then given an identifying number and each smaller packet will then have the **Identification** field set with that number and the **Offset** field set to indicate its position within the actual packet. On the other side, the destination machine will reconstruct a packet from all the smaller sub-packets that have the same **Identification** field.

The convention for writing IP address in human readable form in *dotted decimal* notation like 152.2.254.81, where each number is a byte and is hence in the range of 0 to 255. Hence the entire address *space* is in the range of 0.0.0.0 to 255.255.255.255. Now to further organise the assignment of addresses, each 32 bit address is divided into two parts, a *network* and a *host* part of the address.

The network part of the address designates the LAN and the host part the particular machine on the LAN. Now, because it was unknown at the time of specification whether there would one day be more LANs or more machines on a LAN, three different classes of address were created. *Class A* addresses begin with the first bit of the network part set to 0 (hence a Class A address always has the first dotted decimal number less than 128). The next 7 bits give the identity of the LAN and the remaining 24 bits give the identity of an actual machine on that LAN. A Class B address begins with a 1 and then a 0 (first decimal number is 128 through 192). The next 14 bits give the LAN and the remaining 16 bits give the machine — most universities, like the address above, are Class B addresses. Finally, Class C addresses start with a 1 1 0 (first decimal number is 192 through 223), and the next 21 bits and then the next 8 bits are the LAN and machine respectively. Small companies tend use Class C addresses.

In practice, there are few organisations that require Class A addresses. A university or large company might use a Class B address, but then it would have its own further subdivisions, like using the third dotted decimal as a department (bits 16 through 23) and the last dotted decimal (bits 24 through 31) as the machine within that department. In this way the LAN becomes a micro Internet in itself. Here the LAN is called a *network* and the various departments are each called a *subnet*.

## 25.2 Special IP Addresses

There are also some IP addresses that have special purposes that are never used on the open Internet. 192.168.0.0–192.168.255.255 are private addresses perhaps used inside a local LAN that does not communicate directly with the Internet. 127.0.0.0–127.255.255.255 are used for communication with the *local-host* — i.e. the machine itself. Usually 127.0.0.1 is an IP address pointing to the machine itself. 10.0.0.0–10.255.255.255 are additional private address.

## 25.3 Network Masks and Addresses

Consider again the example of a University with a Class B address. It might have an IP address range of the 137.158.0.0–137.158.255.255. It has decided that the astronomy department should get 512 of its own IP addresses 137.158.26.0–137.158.27.255. We say that astronomy has a *network address* of 137.158.26.0. The machines there all have a *network mask* of 255.255.254.0. A particular machine in astronomy may have an *IP address* of 137.158.27.158. This terminology will be used later.

	Dotted IP	Binary
Netmask	255 . 255 . 254 . 0	1111 1111 1111 1111 1111 0000 0000
Network address	137 . 158 . 26 . 0	1000 1001 1001 1110 0001 1010 0000 0000
IP address	137 . 158 . 27 . 158	1000 1001 1001 1110 0001 1011 1001 1110
Host part	0 . 0 . 1 . 158	0000 0000 0000 0000 0000 0001 1001 1110

## 25.4 Computers on a LAN

Here we will define the term LAN as a network of computers that are all more-or-less connected directly together by Ethernet cables (this is common for the small business with up to about 50 machines). Each machine has an Ethernet card which is referred to as `eth0` when configuring the network from the commandline. If there is more than one card on a single machine, then these are named `eth0`, `eth1`, `eth2` etc. and are each called a *network interface* (or just *interface*) of the machine. LANs work as follows: network cards transmit a frame to the LAN and other network cards read that frame from the LAN. If any one network card transmits a frame then **all** other network cards can see that frame. If a card starts to transmit a frame while another card is in the process of transmitting a frame, then a *clash* is said to have occurred and the card waits a random amount of time and then tries again. Each network card has a physical address (that is inserted at the time of its manufacture, and has nothing to do with IP addresses) of 48 bits called the *hardware address*. Each frame has a destination address in its header that tells what network card it is destined for, so that network cards ignore frames that are not addressed to them.

Now since frame transmission is governed by the network cards, the destination hardware address must be determined from the destination IP address before sending a packet to a particular machine. The way this is done is through a protocol called the *Address Resolution Protocol* (ARP). A machine will transmit a special packet that asks 'What hardware address is this IP address?'. The guilty machine then responds and the transmitting machine stores the result for future reference. Of course if you suddenly switch network cards, then other machines on the LAN will have the wrong information, so ARP has timeouts and re-requests built into the protocol.

## 25.5 Configuring Interfaces

Most distributions have a generic way to configure your interfaces. Here we will show the raw method.

We first have to create a `lo` interface. This is called the *loopback* device (and has nothing to do with loopback block devices: `/dev/loop?` files). This is an imaginary device that is used to communicate with the machine itself, if for instance you are telneting to the local machine, you are actually connecting via the loopback device. The `ifconfig` (*interfaceconfigure*) command is used to do anything with interfaces. First run,

```
/sbin/ifconfig lo down
/sbin/ifconfig eth0 down
```

to delete any existing interfaces, then

```
/sbin/ifconfig lo 127.0.0.1
```

which creates the loopback interface.

The Ethernet interface can be created with:

```
/sbin/ifconfig eth0 192.168.3.9 broadcast 192.168.3.255 netmask 255.255.255.0
```

Now do

```
/sbin/ifconfig
```

to view the interfaces. The output will be,

```
eth0      Link encap:Ethernet  HWaddr 00:00:E8:3B:2D:A2
          inet addr:192.168.3.9  Bcast:192.168.3.255  Mask:255.255.255.0
          UP BROADCAST RUNNING MULTICAST  MTU:1500  Metric:1
          RX packets:1359 errors:0 dropped:0 overruns:0 frame:0
          TX packets:1356 errors:0 dropped:0 overruns:0 carrier:0
```

5

```

collisions:0 txqueuelen:100
Interrupt:11 Base address:0xe400

lo    Link encap:Local Loopback
       inet addr:127.0.0.1  Mask:255.0.0.0
       UP LOOPBACK RUNNING  MTU:3924  Metric:1
       RX packets:53175 errors:0 dropped:0 overruns:0 frame:0
       TX packets:53175 errors:0 dropped:0 overruns:0 carrier:0
       collisions:0 txqueuelen:0

```

which shows various interesting bits, like the 48 bit hardware address of the network card (00:00:E8:3B:2D:A2).

## 25.6 Configuring Routing

The interfaces are now active, however there is nothing telling the kernel what packets should go to what interface, even though we might expect such behaviour to happen on its own. With UNIX, you must explicitly tell the kernel to send particular packets to particular interfaces.

Any packet arriving through any interface is pooled by the kernel. The kernel then looks at each packet's destination address and decides based on the destination where it should be sent. It doesn't matter where the packet came from, once the kernel *has* it, its what its destination address says that matters. Its up to the rest of the network to ensure that packets do not arrive at the wrong interfaces in the first place.

We know that any packet having the network address 127.??? .??? .??? must go to the loopback device (this is more or less a convention. The command,

```
/sbin/route add -net 127.0.0.0 netmask 255.0.0.0 lo
```

adds a *route* to the network 127.0.0.0 albeit an imaginary one.

The eth0 device can be routed as follows:

```
/sbin/route add -net 192.168.3.0 netmask 255.255.255.0 eth0
```

The command to display the current routes is:

```
/sbin/route -n
```

(-n causes route to not print IP addresses as hostnames) gives the output

```

Kernel IP routing table
Destination      Gateway         Genmask         Flags Metric Ref    Use Iface
127.0.0.0        0.0.0.0        255.0.0.0       U        0      0        0 lo
192.168.3.0      0.0.0.0        255.255.255.0   U        0      0        0 eth0

```

This has the meaning: “packets with destination address 127.0.0.0/255.0.0.0 ↘ The notation *network/mask* is often used to denote ranges of IP address.↘ must be sent to the loopback device”, and “packets with destination address 192.168.3.0/255.255.255.0 must be sent to the eth0” Gateway is zero, hence is not set (see later).

The routing table now routes 127. and 192.168.3. packets. Now we need a route for the remaining possible IP addresses. UNIX can have a route that says to send packets with particular destination IP addresses to another machine on the LAN, from where they might be forwarded elsewhere. This is sometimes called the *gateway* machine. The command is:

```
/sbin/route add -net <network-address> netmask <netmask> gw <gateway-ip-address> <interface>
```

This is the most general form of the command, but its often easier to just type:

```
/sbin/route add default gw <gateway-ip-address> <interface>
```

when we want to add a route that applies to all packets. The `default` signifies all packets; it is the same as

```
/sbin/route add -net 0.0.0.0 netmask 0.0.0.0 gw <gateway-ip-address> <interface>
```

but since routes are ordered according to `netmask`, more specific routes are used in preference to less specific ones.

Finally, you can set your hostname with:

```
hostname cericon.cranzgot.co.za
```

A summary of the example commands so far:

```
/sbin/ifconfig lo down
/sbin/ifconfig eth0 down
/sbin/ifconfig lo 127.0.0.1
/sbin/ifconfig eth0 192.168.3.9 broadcast 192.168.3.255 netmask 255.255.255.0
5 /sbin/route add -net 127.0.0.0 netmask 255.0.0.0 lo
/sbin/route add -net 192.168.3.0 netmask 255.255.255.0 eth0
/sbin/route add default gw 192.168.3.254 eth0
hostname cericon.cranzgot.co.za
```

**Although these 7 commands will get your network working, you should not do such a manual configuration. The next section explains how to configure your startup scripts.**

## 25.7 Configuring startup scripts

Most distributions will have an modular and extensible system of startup scripts which initiate networking.

### RedHat networking scripts

RedHat systems contain the directory `/etc/sysconfig/`, which contains configuration files to bring up networking automatically.

The file `/etc/sysconfig/network-scripts/ifcfg-eth0` contains:

```
DEVICE=eth0
IPADDR=192.168.3.9
NETMASK=255.255.255.0
NETWORK=192.168.3.0
5 BROADCAST=192.168.3.255
ONBOOT=yes
```

The file `/etc/sysconfig/network` contains:

```
NETWORKING=yes
FORWARD_IPV4=false
HOSTNAME=cericon.cranzgot.co.za
DOMAINNAME=cranzgot.co.za
5 GATEWAY=192.168.3.254
```

You can see that these two files are equivalent to the example configuration done above. There are an enormous amount of options that these two files can take for the various protocols besides TCP/IP, but this is the most common configuration.

The file `/etc/sysconfig/network-scripts/ifcfg-lo` for the loopback device will be configured automatically at installation, you should never need to edit it.

To stop and start networking (i.e. bring up and down the interfaces and routing), type (alternative commands in braces):

```
/etc/init.d/network stop
( /etc/rc.d/init.d/network stop )
/etc/init.d/network start
( /etc/rc.d/init.d/network start )
```

which will indirectly read your `/etc/sysconfig/` files.

You can add further files, say `/etc/sysconfig/network-scripts/ifcfg-eth1` for a secondary Ethernet device. For example,

```
DEVICE=eth1
IPADDR=192.168.4.1
NETMASK=255.255.255.0
NETWORK=192.168.4.0
5 BROADCAST=192.168.4.255
ONBOOT=yes
```

and then set `FORWARD_IPV4=true` (above) to enable packet forwarding between your two interfaces.

## Debian networking scripts

Debian<sup>®</sup>, on the other hand, has a directory `/etc/network/` containing a file `/etc/network/interfaces`. As usual, Debian<sup>®</sup> has a neat and clean approach. (See also `interfaces(5)`.) For the same configuration as above, this file would contain:

```
5 iface lo inet loopback
iface eth0 inet static
    address 192.168.3.9
    netmask 255.255.255.0
    gateway 192.168.3.254
```

There is also a file `/etc/network/options` which contains the same forwarding (and some other) options:

```
ip_forward=no
spoofprotect=yes
syncookies=no
```

To stop and start networking (i.e. bring up and down the interfaces and routing), type

```
/etc/init.d/networking stop
/etc/init.d/networking start
```

which will indirectly read your `/etc/network/interfaces` file.

Actually, the `/etc/init.d/networking` script merely runs the `ifup` and `ifdown` commands. See `ifup(8)`. So you can alternatively run these commands directly for finer control.

We add further interfaces similar to the RedHat example above, by appending to the `/etc/network/interfaces` file. The Debian<sup>©</sup> equivalent would be,

```
iface lo inet loopback
iface eth0 inet static
    address 192.168.3.9
    netmask 255.255.255.0
    gateway 192.168.3.254
5  iface eth1 inet static
    address 192.168.4.1
    netmask 255.255.255.0
```

and then set `ip_forward=yes` in your `/etc/network/options` file.

Finally, whereas RedHat sets its hostname from the line `HOSTNAME=...` in `/etc/sysconfig/network`, Debian<sup>©</sup> sets it from the contents of the file `/etc/hostname` which would contain just

```
cericon.cranzgot.co.za
```

in the present case.

## 25.8 Interface aliasing — many IP's on one physical card

(The file `/usr/src/linux/Documentation/networking/alias.txt` contains the kernel documentation on this.)

If you have one network card which you would like to double as several different IP addresses, this is easy to do. Simply name the interface `eth0:n` where *n* is from 0 to some large integer. You can use `ifconfig` as before as many times as you like on the same network card

```
/sbin/ifconfig eth0:0 192.168.4.1 broadcast 192.168.4.255 netmask 255.255.255.0
/sbin/ifconfig eth0:1 192.168.5.1 broadcast 192.168.5.255 netmask 255.255.255.0
/sbin/ifconfig eth0:2 192.168.6.1 broadcast 192.168.6.255 netmask 255.255.255.0
```

in *addition* to your regular `eth0` device. Here, the same interface can communicate to 3 LAN's having networks 192.168.4.0, 192.168.5.0 and 192.168.6.0. Don't forget to add routes to these networks as above.

## 25.9 Diagnostic utilities

### 25.9.1 ping

The `ping` command is the most common network utility. IP packets come in three types on the Internet, represented in the **Type** field of the IP header: *UDP*, *TCP* and *ICMP*. (The former two will be discussed later, and represent the two basic methods of communication between two programs running on different machines.) *ICMP* however, stands for *Internet Control Message Protocol*, and are diagnostic packets that are responded to in a special way. Try:

```
ping metalab.unc.edu
```

or some other well known host. You will get output like:

```

PING metalab.unc.edu (152.19.254.81) from 192.168.3.9 : 56(84) bytes of data.
64 bytes from 152.19.254.81: icmp_seq=0 ttl=238 time=1059.1 ms
64 bytes from 152.19.254.81: icmp_seq=1 ttl=238 time=764.9 ms
64 bytes from 152.19.254.81: icmp_seq=2 ttl=238 time=858.8 ms
5 64 bytes from 152.19.254.81: icmp_seq=3 ttl=238 time=1179.9 ms
64 bytes from 152.19.254.81: icmp_seq=4 ttl=238 time=986.6 ms
64 bytes from 152.19.254.81: icmp_seq=5 ttl=238 time=1274.3 ms
64 bytes from 152.19.254.81: icmp_seq=6 ttl=238 time=930.7 ms

```

What is happening is that `ping` is sending ICMP packets to `metalab.unc.edu` which is automatically responding with a return ICMP packet. Being able to `ping` a machine is often the acid test of whether you have a correctly configured and working network interface. Note that some sites explicitly filter out ICMP packets, hence, for example, `ping cnn.com` won't work.

`ping` sends a packet every second and measures the time it takes to receive the return packet — like a submarine sonar “ping”. Over the Internet, you can get times in excess of 2 seconds if the place is remote enough. On a local LAN this will drop to under a millisecond.

If `ping` does not even get to the line `PING metalab.unc.edu...`, it means that it cannot resolve the host-name. You should then check that your DNS is set up correctly — see Chapter 27. If it gets to that line, but no further, it means that the packets are not getting there, or are not getting back. In all other cases, `ping` gives an error message indicating either the absence of routes or interfaces.

## 25.9.2 traceroute

`traceroute` is a rather fascinating utility to identify where a packet has been. It makes use of facilities built into the the ICMP protocol. On my machine,

```
traceroute metalab.unc.edu
```

gives,

```

traceroute to metalab.unc.edu (152.19.254.81), 30 hops max, 38 byte packets
 1 192.168.3.254 (192.168.3.254)  1.197 ms  1.085 ms  1.050 ms
 2 192.168.254.5 (192.168.254.5)  45.165 ms  45.314 ms  45.164 ms
 3 obsgate (192.168.2.254)  48.205 ms  48.170 ms  48.074 ms
 4 obsposix (160.124.182.254)  46.117 ms  46.064 ms  45.999 ms
 5 cismphb.posix.co.za (160.124.255.193)  451.886 ms  71.549 ms  173.321 ms
 6 cisapl.posix.co.za (160.124.112.1)  274.834 ms  147.251 ms  400.654 ms
 7 saix.posix.co.za (160.124.255.6)  187.402 ms  325.030 ms  628.576 ms
 8 ndf-core1.gt.saix.net (196.25.253.1)  252.558 ms  186.256 ms  255.805 ms
 9 ny-core.saix.net (196.25.0.238)  497.273 ms  454.531 ms  639.795 ms
10 bordercore6-serial5-0-0-26.WestOrange.cw.net (166.48.144.105)  595.755 ms  595.174 ms *
11 corerouter1.WestOrange.cw.net (204.70.9.138)  490.845 ms  698.483 ms  1029.369 ms
12 core6.Washington.cw.net (204.70.4.113)  580.971 ms  893.481 ms  730.608 ms
13 204.70.10.182 (204.70.10.182)  644.070 ms  726.363 ms  639.942 ms
14 mae-brdr-01.inet.qwest.net (205.171.4.201)  767.783 ms * *
15 * * *
16 * wdc-core-03.inet.qwest.net (205.171.24.69)  779.546 ms  898.371 ms
17 atl-core-02.inet.qwest.net (205.171.5.243)  894.553 ms  689.472 ms *
18 atl-edge-05.inet.qwest.net (205.171.21.54)  735.810 ms  784.461 ms  789.592 ms
19 * * *
20 * * unc-gw.ncnren.net (128.109.190.2)  889.257 ms
21 unc-gw.ncnren.net (128.109.190.2)  646.569 ms  780.000 ms *
22 * helios.oit.unc.edu (152.2.22.3)  600.558 ms  839.135 ms

```

So you can see that there were twenty machines ↘ This is actually good argument for why “enterprise” level web servers have no use in non-US markets: there isn't even the network speed to load such servers, thus making any kind of server speed comparisons superfluous. ↗ (or *hops*) between mine and `metalab.unc.edu`.

## 25.9.3 tcpdump

`tcpdump` watches a particular interface for *all* the traffic that passes it — i.e. all the traffic of all the machines connected to the same hub. A network card usually grabs only the frames destined for it, but `tcpdump` puts the



card into *promiscuous* mode, meaning for it to retrieve all frames regardless of their destination hardware address. Try

```
tcpdump -n -N -f -i eth0
```

`tcpdump` is also discussed in Section 41.4. Deciphering the output of `tcpdump` is left for now as an exercise for the reader. More on the *tcp* part of `tcpdump` in Chapter ??.



## Chapter 26

# Transmission Control Protocol (TCP) and User Datagram Protocol (UDP)

In the previous chapter we talked about communication between machines in a generic sense. However, when you have two applications on either side of the Atlantic ocean, being able to send a packet that may or may not reach the other side, is not sufficient. What you need *reliable* communication.

Ideally a programmer wants to be able to establish a link to a remote machine and then feed bytes in one at a time, and be sure that the bytes are being read on the other end, and visa-versa. Such communication is called *reliable stream* communication.

To implement a *reliable stream* having only data packets at our disposal is tricky. You can send single packets and then wait for the remote machine to indicate that it has received it, but this is inefficient (packets can take a long time to get to and from their destination) — you really want to be able to send as many packets as possible at once, and then have some means of negotiating with the remote machine when to resend packets that were not received. What TCP does is to send data packets one way, and then *acknowledge* packets the other way, saying how much of the stream has been properly received.

We hence say that *TCP is implemented on top of IP*. This is why Internet communication is sometimes called TCP/IP.

TCP communication has three stages: *negotiation*, *transfer* and *detachment* ↘ This is all my own terminology. This is also somewhat of a schematic representation. ↙

**Negotiation:** The *client* application (say a web browser) first initiates the connection using a `C connect()` (`connect(2)`) function. This causes the kernel to send a *SYN* (*SYN*chronisation) packet to the remote TCP server (in this case a web server). The web server responds with a *SYN-ACK* packet (*ACK*nowledge), and finally the client responds with a final *SYN* packet. This packet negotiation is unbeknown to the programmer.

**Transfer:** The programmer will use the `send()` (`send(2)`) and `recv()` (`recv(2)`) `C` function calls to send and receive an actual stream of bytes. The stream of bytes will be broken into packets and the packets sent individually to the remote application. In the case of the web server, the first bytes sent would be the line `GET /index.html HTTP/1.0<CR><NL><CR><NL>`. On the remote side, reply packets (so also called *ACK* packets) are sent back as the data arrives, indicating if parts of the stream went missing and require retransmission. Communication is *full-duplex* — meaning that there are streams in both directions — both data and acknowledge packets are going both ways simultaneously.

**Detachment:** The programmer will use the `C` function call `close()` (`close(2)`) and/or `shutdown()` (`shutdown(2)`) to terminate the connection. A *FIN* packet will be sent and TCP communication will cease.

## 26.1 The TCP header

TCP packets are obviously *encapsulated* within IP packets. The TCP packet is inside the **Data begins at...** part of the IP packet. A TCP packet has a header part and a data part. The data part may sometimes be empty (such as in the Negotiation stage).

Here is the full TCP/IP header:

Bytes	Description
0	bits 0–3: Version, bits 4–7: Internet Header Length (IHL)
1	Type of service (TOS)
2–3	Length
4–5	Identification
6–7	bits 0-3: Flags, bits 4-15: Offset
8	Time to live (TTL)
9	Type
10–11	Checksum
12–15	Source IP address
16–19	Destination IP address
20–IHL*4-1	Options + padding to round up to four bytes
0–1	Source Port
2–3	Destination Port
4–7	Sequence Number
8–11	Acknowledgement Number
12	bits 0–3: number of bytes of additional TCP Options / 4
13	Control
14–15	Window
16–17	Checksum
18–19	Urgent Pointer
20–20+Options*4	Options + padding to round up to four bytes
TCP Data begins at IHL*4+20+Options*4 and ends at Length-1	

The minimum combined TCP/IP header is thus 40 bytes.

With Internet machines, several applications often communicate simultaneously. To identify a particular stream the **Source Port** and **Destination Port** fields are used. In the case of web communication, the destination port (from the clients point of view) is port 80, and hence all outgoing traffic will have the number 80 filled in this field. The source port (from the clients point of view) is chosen randomly to any unused port number above 1024 before the connection is negotiated — these too are filled into outgoing packets. No two streams have the same combinations of source and destination port numbers. The kernel uses the port numbers on incoming packets to determine which application requires those packets, and similarly for the remote machine.

**Sequence Number** is the offset within the stream that this particular packet of data belongs to. The **Acknowledgement Number** is the point in the stream up to which all data has been received. **Control** are various other flag bits. **Window** is the maximum amount that the receiver is prepared to accept. **Checksum** is to verify data integrity, and **Urgent Pointer** is for interrupting data. Data needed by extensions to the protocol are appended after the header as options.

## 26.2 A sample TCP session

Its easy to see TCP working by using telnet. You are probably familiar with using telnet to login to remote systems, but telnet is actually a generic program to connect to *any* TCP socket. Here we will try connect to

cnn.com's web page.

We first need to get an IP address of cnn.com:

```
[root@cericon]# host cnn.com
cnn.com has address 207.25.71.20
```

Now in one window we run:

```
[root@cericon]# tcpdump \
'( src 192.168.3.9 and dst 207.25.71.20 ) or ( src 207.25.71.20 and dst 192.168.3.9 )'
Kernel filter, protocol ALL, datagram packet socket
tcpdump: listening on all devices
```

which says list all packets having source (src) or destination (dst) addresses of either us or CNN.

Then we use the HTTP protocol to grab the page. Type in the HTTP command GET / HTTP/1.0 and then press enter twice (as required by the HTTP protocol). The first and last few lines of the sessions are shown below:

```
[root@cericon root]# telnet 207.25.71.20 80
Trying 207.25.71.20...
Connected to 207.25.71.20.
Escape character is '^['.
5 GET / HTTP/1.0

HTTP/1.0 200 OK
Server: Netscape-Enterprise/2.01
Date: Tue, 18 Apr 2000 10:55:14 GMT
10 Set-cookie: CNNid=cf19472c-23286-956055314-2; expires=Wednesday, 30-Dec-2037 16:00:00 GMT; path=/; domain=.cnn.com
Last-modified: Tue, 18 Apr 2000 10:55:14 GMT
Content-type: text/html

<HTML>
15 <HEAD>

    <TITLE>CNN.com</TITLE>
    <META http-equiv="REFRESH" content="1800">

    <!--CSSDATA:956055234-->
20 <SCRIPT src="/virtual/2000/code/main.js" language="javascript"></SCRIPT>
<LINK rel="stylesheet" href="/virtual/2000/style/main.css" type="text/css">
<SCRIPT language="javascript" type="text/javascript">
    <!--//
    if ((navigator.platform=="MacPPC")&&(navigator.ap
25 .....
.....

</BODY>
30 </HTML>
Connection closed by foreign host.
```

The above produces the front page of CNN's web site in raw html. This is easy to paste into a file and view off-line.

In the other window, tcpdump is showing us what packets are being exchanged. tcpdump nicely shows us host-names instead of IP addresses and the letters www instead of the port number 80. The local "random" port in this case was 4064:

```
[root@cericon]# tcpdump \
'( src 192.168.3.9 and dst 207.25.71.20 ) or ( src 207.25.71.20 and dst 192.168.3.9 )'
Kernel filter, protocol ALL, datagram packet socket
tcpdump: listening on all devices
5 12:52:35.467121 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    S 2463192134:2463192134(0) win 32120 <mss 1460,sackOK,timestamp 154031689 0,nop,wscale 0> (DF)
12:52:35.964703 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    S 4182178234:4182178234(0) ack 2463192135 win 10136 <nop,nop,timestamp 1075172823 154031689,nop,wscale 0,mss 1460>
10 12:52:35.964791 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    . 1:1(0) ack 1 win 32120 <nop,nop,timestamp 154031739 1075172823> (DF)
12:52:46.413043 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    P 1:17(16) ack 1 win 32120 <nop,nop,timestamp 154032784 1075172823> (DF)
12:52:46.908156 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    . 1:1(0) ack 17 win 10136 <nop,nop,timestamp 1075173916 154032784>
15 12:52:49.259870 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    P 17:19(2) ack 1 win 32120 <nop,nop,timestamp 154033068 1075173916> (DF)
12:52:49.886846 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    P 1:278(277) ack 19 win 10136 <nop,nop,timestamp 1075174200 154033068>
12:52:49.887039 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    . 19:19(0) ack 278 win 31856 <nop,nop,timestamp 154033131 1075174200> (DF)
20 12:52:50.053628 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    . 278:1176(898) ack 19 win 10136 <nop,nop,timestamp 1075174202 154033068>
12:52:50.160740 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    P 1176:1972(796) ack 19 win 10136 <nop,nop,timestamp 1075174202 154033068>
25 12:52:50.220067 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    . 19:19(0) ack 1972 win 31856 <nop,nop,timestamp 154033165 1075174202> (DF)
12:52:50.824143 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    . 1972:3420(1448) ack 19 win 10136 <nop,nop,timestamp 1075174262 154033131>
12:52:51.021465 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    . 3420:4868(1448) ack 19 win 10136 <nop,nop,timestamp 1075174295 154033165>
30
```

```

.....
.....
35 12:53:13.856919 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    . 19:19(0) ack 53204 win 30408 <nop,nop,timestamp 154035528 1075176560> (DF)
12:53:14.722584 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    . 53204:54652(1448) ack 19 win 10136 <nop,nop,timestamp 1075176659 154035528>
40 12:53:14.722738 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    . 19:19(0) ack 54652 win 30408 <nop,nop,timestamp 154035615 1075176659> (DF)
12:53:14.912561 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    . 54652:56100(1448) ack 19 win 10136 <nop,nop,timestamp 1075176659 154035528>
12:53:14.912706 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    . 19:19(0) ack 58500 win 30408 <nop,nop,timestamp 154035634 1075176659> (DF)
45 12:53:15.706463 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    . 58500:59948(1448) ack 19 win 10136 <nop,nop,timestamp 1075176765 154035634>
12:53:15.896639 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    . 59948:61396(1448) ack 19 win 10136 <nop,nop,timestamp 1075176765 154035634>
12:53:15.896791 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    . 19:19(0) ack 61396 win 31856 <nop,nop,timestamp 154035732 1075176765> (DF)
50 12:53:16.678439 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    . 61396:62844(1448) ack 19 win 10136 <nop,nop,timestamp 1075176864 154035732>
12:53:16.867963 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    . 62844:64292(1448) ack 19 win 10136 <nop,nop,timestamp 1075176864 154035732>
55 12:53:16.868095 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    . 19:19(0) ack 64292 win 31856 <nop,nop,timestamp 154035829 1075176864> (DF)
12:53:17.521019 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    FP 64292:65200(908) ack 19 win 10136 <nop,nop,timestamp 1075176960 154035829>
12:53:17.521154 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    . 19:19(0) ack 65201 win 31856 <nop,nop,timestamp 154035895 1075176960> (DF)
60 12:53:17.523243 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    F 19:19(0) ack 65201 win 31856 <nop,nop,timestamp 154035895 1075176960> (DF)
12:53:20.410092 eth0 > cericon.cranzgot.co.za.4064 > www1.cnn.com.www:
    F 19:19(0) ack 65201 win 31856 <nop,nop,timestamp 154036184 1075176960> (DF)
65 12:53:20.940833 eth0 < www1.cnn.com.www > cericon.cranzgot.co.za.4064:
    . 65201:65201(0) ack 20 win 10136 <nop,nop,timestamp 1075177315 154035895>

103 packets received by filter

```

The above requires some explanation: Line 5, 7 and 9 are the Negotiation stage. `tcpdump` uses the format `<Sequence Number>:<Sequence Number + data length>(<data length>)` on each line to show the context of the packet within the stream. The Sequence Number however is chosen randomly at the outset, hence `tcpdump` prints the relative sequence number after the first two packets to make it clearer what the actual position is within the stream. Line 11 is where I pressed Enter the first time, and Line 15 was Enter with an empty line. The `ack 19`'s indicates up to where CNN's web server has received incoming data — in this case we only ever typed in 19 bytes, hence the web server sets this value in every one of its outgoing packets, while our own outgoing packets are mostly empty of data.

Line 61 and 63 are the Detachment stage.

More information about the `tcpdump` output can be had from `tcpdump(8)` under the section **TCP Packets**.

## 26.3 User Datagram Protocol (UDP)

You don't always need reliable communication.

Sometimes you want to have direct control of packets for efficiency reasons, or because you don't really mind if packets get lost. Two examples are nameserver communications, where single packet transmissions are desired, or voice transmissions where reducing lag time is more important than data integrity. Another is NFS (Network File System) which uses UDP to implement exclusively high bandwidth data transfer.

With UDP the programmer sends and receives individual packets again encapsulated within IP. Ports are used in the same way as with TCP, but these are merely identifiers and there is no concept of a stream. The full UDP/IP header is very simple:

Bytes	Description
0	bits 0-3: Version, bits 4-7: Internet Header Length (IHL)
1	Type of service (TOS)
2-3	Length
4-5	Identification
6-7	bits 0-3: Flags, bits 4-15: Offset
8	Time to live (TTL)
9	Type
10-11	Checksum
12-15	Source IP address
16-19	Destination IP address
20-IHL*4-1	Options + padding to round up to four bytes
0-1	Source Port
2-3	Destination Port
4-5	Length
6-7	Checksum
UDP Data begins at IHL*4+8 and ends at Length-1	

## 26.4 /etc/services file

There are various standard port numbers used exclusively for particular types of services. 80 is always web as shown above. Port numbers 1 through 1023 are reserved for such standard services which are each given convenient names.

All services are defined for both TCP as well as UDP, even though there is, for example, no such thing as UDP FTP access, etc.

Port numbers below 1024 are used exclusively for root uid programs such as mail, DNS, and web services. Programs of ordinary users are not allowed to *bind* to ports below 1024. The place where these ports are defined is the `/etc/services` file. The `/etc/services` file is mostly for descriptive purposes — programs can look up port names and numbers — `/etc/services` has nothing to do with the *availability* of a service.

An extract of the `/etc/services` file is

```

tcpmux      1/tcp          # TCP port service multiplexer
echo        7/tcp
echo        7/udp
discard     9/tcp          sink null
5 discard     9/udp          sink null
sysstat     11/tcp         users
daytime     13/tcp
daytime     13/udp
netstat     15/tcp
10 qotd       17/tcp         quote
msp         18/tcp          # message send protocol
msp         18/udp          # message send protocol
chargen     19/tcp         ttytst source
chargen     19/udp         ttytst source
15 ftp-data   20/tcp
ftp         21/tcp
fsp         21/udp          fsp
ssh         22/tcp          # SSH Remote Login Protocol
ssh         22/udp          # SSH Remote Login Protocol
20 telnet     23/tcp
smtp        25/tcp         mail
time        37/tcp         timserver
time        37/udp         timserver

```

	rlp	39/udp	resource	# resource location
25	nameserver	42/tcp	name	# IEN 116
	whois	43/tcp	nickname	
	re-mail-ck	50/tcp		# Remote Mail Checking Protocol
	re-mail-ck	50/udp		# Remote Mail Checking Protocol
	domain	53/tcp	nameserver	# name-domain server
30	domain	53/udp	nameserver	
	mtp	57/tcp		# deprecated
	bootps	67/tcp		# BOOTP server
	bootps	67/udp		
	bootpc	68/tcp		# BOOTP client
35	bootpc	68/udp		
	tftp	69/udp		
	gopher	70/tcp		# Internet Gopher
	gopher	70/udp		
	rje	77/tcp	netrjs	
40	finger	79/tcp		
	www	80/tcp	http	# WorldWideWeb HTTP
	www	80/udp		# HyperText Transfer Protocol

## 26.5 Encrypted/forwarded TCP

The TCP stream can easily be reconstructed by anyone listening on a wire that happens to see your network traffic. This is known as an inherently insecure service. We would like to encrypt our data so that anything captured between the client and server will appear garbled. Such an encrypted stream should have several properties:

1. It should ensure that the connecting client *really* is connecting to the server in question. In other words it should authenticate the server to ensure that the server is not a “trojan”.
2. It should prevent any information being gained by a snooper. This means that any traffic read should appear cryptographically garbled.
3. It should be impossible for a listener to modify the traffic without detection.

The above is relatively easily accomplished using at least two packages. Take the example where we would like to use POP3 to retrieve mail from a remote machine. First, POP3 can be verified to be working by logging in on the POP3 server, and then from within the shell running a telnet to port 110 (i.e. the POP3 service) :

```
telnet localhost 110
Connected to localhost.localdomain.
Escape character is '^]'.
+OK POP3 localhost.localdomain v7.64 server ready
5 QUIT
+OK Sayonara
Connection closed by foreign host.
```

For our first example, we use the OpenSSH package. We can initialise and run the sshd Secure Shell Daemon if it has not been initialised before. This would be run on the POP3 server:

```
ssh-keygen -b 1024 -f /etc/ssh/ssh_host_key -q -N ''
ssh-keygen -d -f /etc/ssh/ssh_host_dsa_key -q -N ''
sshd
```

To create an encrypted channel we use the ssh client login program in a special way. We would like it to listen on a particular TCP port and then encrypt and forward all traffic to the remote TCP port 110 on the server. This is



known as (*encrypted*) *port forwarding*. On the client machine we choose an arbitrary unused port to listen on, in this case 12345:

```
ssh -C -c arcfour -N -n -2 -L 12345:<pop3-server.doma.in>:110 <pop3-server.doma.in> -l <user> -v
```

where <user> is the name of a shell account on the POP3 server. Finally, also on the client machine, we run:

```
telnet localhost 12345
Connected to localhost.localdomain.
Escape character is '^]'.
+OK POP3 localhost.localdomain v7.64 server ready
5 QUIT
+OK Sayonara
Connection closed by foreign host.
```

Here we get the identical results to above, because, as far as the server is concerned, the POP3 connection comes from a client on the server machine itself, unknowing of the fact that it has originated from `sshd` which in turn is forwarding from a remote `ssh` client. In addition, the `-C` option compresses all data (useful for low speed connections). Also note that you should generally never use any encryption besides `arcfour` and SSH Protocol 2 (option `-2`).

The second method is the `forward` program of the `mirrordir` package which was written by myself. It has a unique encryption protocol that does much of what OpenSSH can, although the protocol has not been validated by the community at large. On the server machine you can just type `secure-mcserv`. On the client run,

```
forward <user>@<pop3-server.doma.in> <pop3-server.doma.in>:110 12345 --secure -z -K 1024
```

and then run `telnet 12345` to test as before.

With forwarding enabled you can use any POP3 client as normal. Be sure though to set your host and port addresses to `localhost` and `12345` within your POP3 client.

This example can of course be applied to *almost* any service. Some services will not work if they do special things like create reverse TCP connections back to the client (for example FTP). Your luck may vary. You can also leave out the `--secure` option to



## Chapter 27

# DNS and Name Resolution

We know that each computer on the Internet has its own IP address. Although this is sufficient to identify a computer for purposes of transmitting packets, it is not particularly accommodating to people. Also, if a computer were to be relocated we would like to still identify it by the same name.

Hence each computer is given a descriptive textual name. The basic textual name of a machine is called the *unqualified-hostname* ↘ This is my own terminology ↙ and is usually less than eight characters and contains only lowercase letters and numbers (and especially no dots). Groups of computers have a *domainname*. The full name of machine is *unqualified-hostname . domainname* and is called the *fully qualified hostname* ↘ Standard terminology ↙ or the *qualified-hostname* ↘ My terminology ↙. For example, my computer is *cericon*. The domainname of my company is *cranzgot . co . za*, and hence the qualified-hostname of my computer is *cericon . cranzgot . co . za*, although the IP address might be *160 . 124 . 182 . 1*.

Often the word *domain* usually is synonymous with *domainname*, and the word *hostname* on its own can mean either the qualified or unqualified hostname.

This system of naming computers is called the *Domain Name System (DNS)*

### 27.1 Top Level Domains (TLD's)

Domain's always end in a standard set of things. Here is a complete list of things that the last bit of a domain can be:

- .com** A US or international company proper. In fact, any organisation might have a **.com** domain.
- .gov** A US government organisation.
- .edu** A US university.
- .mil** A US military department.
- .int** An organisation established by international treaties.
- .org** A US or non-profit organisation. In fact, anyone can have a **.org** domain.
- .net** An Internet service provider. In fact, any bandwidth reseller, IT company or any company at all might have a **.net** domain.

Besides the above, the domain could end in a two letter country code.

.af Afghanistan	.do Eominican Rep.	.li Liechtenstein	.ws Samoa
.al Albania	.tp East Timor	.lt Lithuania	.sm San Marino
.dz Algeria	.ec Ecuador	.lu Muxembourg	.st Sao Tome and Principe
.as American samoa	.eg Egypt	.mo Macau	.sa Saudi Arabia
.ad Andorra	.sv El Salvador	.mg Madagascar	.sn Senegal
.ao Angola	.gq Equatorial Guinea	.mw Malawi	.sc Seychelles
.ai Anguilla	.ee Estonia	.my Malaysia	.sl Sierra Leone
.aq Antarctica	.et Ethiopia	.mv Maldives	.sg Singapore
.ag Antigua and barbuda	.fk Falkland Islands (Malvinas)	.ml Mali	.sk Slovakia
.ar Argentina	.fo Faroe Islands	.mt Malta	.si Slovenia
.am Armenia	.fj Fiji	.mh Marshall Islands	.sb Solomon Islands
.aw Aruba	.fi Finland	.mq Martinique	.so Somalia
.au Australia	.fr France	.mr Mauritania	.za South Africa
.at Austria	.gf French Guiana	.mu Mauritius	.es Spain
.az Bzerbaijan	.pf French Polynesia	.mx Mexico	.lk Sri Lanka
.bs Bahamas	.tf French Southern Territories	.fm Micronesia	.sd Sudan
.bh Bahrain	.ga Gabon	.md Moldova, Rep. of	.sr Suriname
.bd Bangladesh	.gm Gambia	.mc Monaco	.sj Svalbard and Jan Mayen Is.
.bb Barbados	.ge Georgia	.mn Mongolia	.sz Swaziland
.be Belgium	.de Germany	.ms Montserrat	.se Sweden
.bz Belize	.gh Ghana	.ma Morocco	.ch Switzerland
.bj Benin	.gi Gibraltar	.mz Mozambique	.sy Tyrian Arab Rep.
.bm Bermuda	.gr Greece	.mm Nyanmar	.tw Taiwan, Province of China
.bt Bhutan	.gl Greenland	.na Namibia	.tj Tajikistan
.bo Bolivia	.gd Grenada	.nr Nauru	.tz Tanzania, United Rep. of
.ba Bosnia Hercegovina	.gp Guadeloupe	.np Nepal	.th Thailand
.bw Botswana	.gu Guam	.nl Netherlands	.tg Togo
.bv Bouvet Island	.gt Guatemala	.an Netherlands Antilles	.tk Tokelau
.br Brazil	.gn Guinea	.nt Neutral Zone	.to Tonga
.io British Indian Ocean Territory	.gw Guinea-Bissau	.nc New Caledonia	.tt Trinidad and Tobago
.bn Brunei Darussalam	.gy Huyana	.nz New Zealand	.tn Tunisia
.bg Bulgaria	.ht Haiti	.ni Nicaragua	.tr Turkey
.bf Burkina Faso	.hm Heard and Mc Donald Islands	.ne Niger	.tm Turkmenistan
.bi Burundi	.hn Honduras	.ng Nigeria	.tc Turks and Caicos Islands
.by Belarus	.hk Hong Kong	.nu Niue	.tv Tuvalu
.kh Cambodia	.hu Hungary	.nf Norfolk Island	.ug Uganda
.cm Cameroon	.is Iceland	.mp Northern Mariana Islands	.ua Ukraine
.ca Canada	.in India	.no Norway	.ae United Arab Emirates
.cv Cape Verde	.id Indonesia	.om Oman	.gb United Kingdom
.ky Cayman Islands	.ir Iran (Islamic Rep. of)	.pk Pakistan	.us United States
.cf Central African Rep.	.iq Iraq	.pw Palau	.um US Minor Outlying Islands
.td Chad	.ie Ireland	.pa Panama	.uy Uruguay
.cl Chile	.il Israel	.pg Papua New Guinea	.su USSR
.cn China	.it Italy	.py Paraguay	.uz Uzbekistan
.cx Christmas Island	.jm Jamaica	.pe Peru	.vu Vanuatu
.cc Cocos (Keeling) Islands	.jp Japan	.ph Philippines	.va Vatican City State (Holy See)
.co Colombia	.jo Jordan	.pn Pitcairn	.ve Venezuela
.km Comoros	.kz Kazakhstan	.pl Poland	.vn Viet Nam
.cg Congo	.ke Kenya	.pt Portugal	.vg Virgin Islands (British)
.ck Cook Islands	.ki Kiribati	.pr Puerto Rico	.vi Virgin Islands (U.S.)
.cr Costa Rica	.kp Korea, Demo. People's Rep. of	.qa Qatar	.wf Wallis and Futuna Islands
.ci Cote D'ivoire	.kr Korea, Rep. of	.re Reunion	.eh Western Sahara
.hr Croatia	.kw Kuwait	.ro Romania	.ye Yemen, Rep. of
.cu Cuba	.kg Kyrgyzstan	.ru Russian Federation	.yu Yugoslavia
.cy Cyprus	.la Lao People's Demo. Rep.	.rw Rwanda	.zr Zaire
.cz Czech Rep.	.lv Latvia	.sh St. Helena	.zm Zambia
.cs Czechoslovakia	.lb Lebanon	.kn Saint Kitts and Nevis	.zw Zimbabwe
.dk Denmark	.ls Lesotho	.lc Saint Lucia	
.dj Djibouti	.lr Liberia	.pm St. Pierre and Miquelon	
.dm Dominica	.ly Libyan Arab Jamahiriya	.vc St. Vincent and the Grenadines	

Table 27.1: ISO country codes

The complete list of country codes follows is given in Table 27.1. The .us domain is rarely used, since in the US .com, .edu, .org, .mil, .gov, .int, or .net are mostly used.

Within each country, a domain may have things before it for better description. Each country may implement a different structure. Some examples are:

**.co.za** A South African company. (za = Zuid Afrika, for the old Dutch postal codes.)

**.org.za** A South African non-profit organisation.

**.ac.za** A South African academic university.

**.edu.au** An Australian tertiary educational institution.

**.gov.za** A South African government organisation.

Note that a South African company might choose a .com domain or a .co.za domain. In our case we use cranzgot.co.za. The same applies everywhere, so there is no hard and fast rule to locate an organisation from its domain.

## 27.2 Resolving DNS names to IP addresses

In practice, a user will type a hostname (say `www.cranzgot.co.za`) into some application like a web browser. The application has to then try find the IP address associated with that name, in order to send packets to it. This section describes the query structure used on the Internet so that everyone can find out anyone else's IP address.

An obvious way to do this is to distribute a long table of hostname vs. IP numbers to every machine on the Internet. But as soon as you have more than a few thousand machines, this becomes impossible.

Another obvious way to do this is to have one huge computer on the Internet somewhere who's IP address is known by everyone. This computer would be responsible for servicing requests for IP numbers, and the said application running on your local machine would just query this big machine. Of course with their being billions of machines out there, this will obviously create far too much network traffic \Actually, A Microsoft LAN kind of works this way — i.e. not very well\.

The DNS structure on the Internet actually works like this:

There *are* computers that service requests for IP numbers — millions of them. They are called *name servers* (or *DNS servers*), and a request is called a *DNS lookup*. However, each name server only has information about a specific part of the Internet, and they constantly query each other.

There are 13 *root* name servers on the Internet \This list can be gotten from `ftp://ftp.rs.internic.net/domain/named.root`\:

```
a.root-servers.net 198.41.0.4
b.root-servers.net 128.9.0.107
c.root-servers.net 192.33.4.12
d.root-servers.net 128.8.10.90
5 e.root-servers.net 192.203.230.10
f.root-servers.net 192.5.5.241
g.root-servers.net 192.112.36.4
h.root-servers.net 128.63.2.53
i.root-servers.net 192.36.148.17
10 j.root-servers.net 198.41.0.10
k.root-servers.net 193.0.14.129
l.root-servers.net 198.32.64.12
m.root-servers.net 202.12.27.33
```

Each country also has a name server, and in turn each organisation has a name server. Each name server only has information about machines in its own domain, as well as information about other name servers. The root name servers only have information on the IP addresses of the name servers of `.com`, `.edu`, `.za` etc. The `.za` name server only has information on the IP addresses of the name servers of `.org.za`, `.ac.za`, `.co.za` etc. The `.co.za` name server only has information on the name servers of all South African companies, like `.cranzgot.co.za`, `.icon.co.za`, `.mweb.co.za`, etc. The `.cranzgot.co.za` name server only has info on the machines at Cranzgot Systems, like `www.cranzgot.co.za`.

Your own machine will have a name server defined in its configuration files that is geographically close to it. The responsibility of this name server will be to directly answer any queries about its own domain that it has information about, and also to answer any other queries by querying as many other name servers on the Internet as is necessary.

Now our application is presented with `www.cranzgot.co.za`. The following sequence of lookups take place to resolve this name into an IP address. This procedure is called *hostname resolution* and the algorithm that performs this operation is called the *resolver*.

1. The application will check certain special databases on the local machine. If it can get an answer directly from these, it proceeds no further.

2. The application will look up a geographically close name server from the local machines configuration file. Lets say this machine is called ns.
3. The application will query ns with “`www.cranzgot.co.za?`”.
4. ns will decide if that IP has been recently looked up before. If it has, there is no need to ask further, since the result would be stored in a local cache.
5. ns will see if the domain is local. I.e. if it is a computer that it has direct information about. In this case this would only be true if the ns were Cranzgot’s very own name server.
6. ns will strip out the TLD (Top Level Domain) .za It will query a root name server, asking what name server is responsible for .za The answer will be `ucthpx.uct.ac.za` of IP address `137.158.128.1`.
7. ns will strip out the next highest domain `co.za` It will query `137.158.128.1`, asking what name server is responsible for `co.za` The answer will be `secdns1.posix.co.za` of IP address `160.124.112.10`.
8. ns will strip out the next highest domain `cranzgot.co.za` It will query `160.124.112.10`, asking what name server is responsible for `cranzgot.co.za` The answer will be `lava.cranzgot.co.za` of IP address `196.28.133.1`.
9. ns will query `196.28.133.1` asking what the IP address is of `www.cranzgot.co.za` The answer will be `160.124.182.1`.
10. ns will return the result to the application.
11. ns will store each of these results in a local cache with an expiry date. To avoid having to look them up a second time.

## 27.3 Configuring your local machine

We made reference to “configuration files” above. These are actually the files: `/etc/host.conf`, `/etc/hosts`, and `/etc/resolv.conf`. These are the three and only files that specify how applications are going to lookup IP numbers, and have nothing to do with the configuration files of the nameserver daemon itself, even though a nameserver daemon might be running on the local machine.

When an application requires to lookup a hostname it goes through the following procedure ↘ What is actually happening is that the application is making a C library call to the function `gethostbyname()`, hence all these configuration files really belong to the C library packages `glibc` or `libc`. However this is a detail you need not be concerned about.↙. The following are equivalent steps 1, 2 and 3 above with the details of the configuration files filled in. The configuration files that follow are taken as they might be on my own personal machine:

1. The application will check the file `/etc/host.conf`. This file will usually have a line order `hosts,bind` in it, specifying that it should first (`hosts`) check the local database file `/etc/hosts`, and then (`bind`) query the name server specified in `/etc/resolv.conf`. The file `/etc/hosts` contains a text readable list of IP addresses and names. An example is given below. If it can get an answer directly from `/etc/hosts`, it proceeds no further.
2. The application will check in the file `/etc/resolv.conf` for a line `nameserver <nameserver>`. There can actually be three of these lines, so that if one nameserver fails, the application can try the next in turn.
3. The application will query that name server with the hostname. If the hostname is unqualified, then it appends the domainname of the local machine to it before trying the query. If the keyword `search <domain1> <domain2> ... <domainN>` appears in the configuration file, then it tries a query with each of `<domain1>`, `<domain2>` etc. appended in turn until the query successfully returns an IP. This just saves you having to type in the full hostname for computers within your own organisation.

4. The nameserver will proceed with the hierarchical queries described from step 4 onward.

The `/etc/hosts` file should look something like this:

```
127.0.0.1      localhost.localdomain  localhost
192.168.3.9    cericon.cranzgot.co.za   cericon
192.168.3.10   aragorn.cranzgot.co.za   aragorn
192.168.2.1    ra.cranzgot.co.za       ra
```

The hosts `aragorn`, `cericon` and `ra` are the hosts I am most interested in, and hence are listed here. `cericon` is my local machine and must be listed. You can list any hosts that you want fast lookups too, or hosts that might need to be known in spite of nameservers being down.

The `/etc/host.conf` might look like this. All of the lines are optional:

```
order    hosts, bind, nis
trim     some.domain
spoofalert
nospoof
multi    on
reorder
```

**order** The order in which lookups are done. Don't try fiddling with this value. It never seems to have any effect. You should leave it as `order hosts,bind` (or `order hosts,bind,nis` if you are using NIS — discussed in later (possibly unwritten) chapters). Once again, `bind` means to then go and check the `/etc/resolv.conf` which holds the nameserver query options.

**trim** Strip the domain `some.domain` from the end of a hostname before trying a lookup. You will probably never require this feature.

**spoofalert** Try reverse lookups on a hostname after looking up the IP (i.e. do a query to find the name from the IP.) If this query does not return the correct result, it could mean that someone is trying to make it look like they are a machine that they aren't. This is a hackers trick called *spoofing*. This warns you of such attempts in your log file `/var/log/messages`.

**nospoof** Disallows results that fail this spoof test.

**multi on** Return more than one result if there are aliases. Actually, a host can have several IP numbers and an IP number can have several hostnames. Consider a computer that might want more than one name (`ftp.cranzgot.co.za` and `www.cranzgot.co.za` are the same machine.) Or a machine that has several networking cards and an IP address for each. This should always be turned on. `multi off` is the alternative. Most applications use only the first value returned.

**reorder** Reorder says that if more than one IP is returned by a lookup, then that list should be sorted according to the IP that has the most convenient network route.

Despite this array of options, an `/etc/host.conf` file almost always looks simply like:

```
order    hosts, bind
multi    on
```

The `/etc/resolv.conf` file could look something like this:

```

nameserver 192.168.2.1
nameserver 160.124.182.1
nameserver 196.41.0.131
search cranzgot.co.za ct.cranzgot.co.za uct.ac.za
5 sortlist 192.168.3.0/255.255.255.0 192.168.2.0/255.255.255.0
options ndots:1 timeout:30 attempts:2 rotate no-check-names inet6

```

**nameserver** Specifies a nameserver to query. No more than three may be listed. The point of having more than one is to safeguard against a nameserver being down — the next in the list will then just be queried.

**search** If given a hostname with less than `ndots` dots (i.e. 1 in this case), add each of the domains in turn to the hostname, trying a lookup with each. This allows you to type in an unqualified hostname and have application work out what organisation it belongs to from the search list. You can have up to six domains, but then queries would be a time-consuming.

**domain** The line “domain ct.cranzgot.co.za” is the same as “search ct.cranzgot.co.za cranzgot.co.za co.za”. Always use search explicitly instead of domain to reduce the number of queries to a minimum.

**sortlist** If more than one host is returned, sort them according to the following *network/masks*.

**options** Various additional parameters can be specified in this one line:

**ndots** Explained under search above. The default is one.

**timeout** How long to wait before considering a query to have failed. The default is 30 seconds.

**attempts** Number of attempts to make before failing. This defaults to 2. This means that a down nameserver will cause your application to wait 1 full minute before deciding that it can’t resolve the IP.

**rotate** Try the nameservers at in round robin fashion. This distributes load across nameservers.

**no-check-names** Don’t check for invalid characters in hostnames.

**inet6** The man page for `resolv.conf` (`resolver(5)`) says:

```

inet6      sets RES_USE_INET6 in _res.options . This has the ef-
           fect of trying a AAAA query before an A query inside
           the gethostbyname function, and of mapping IPv4 re-
           sponses in IPv6 ``tunnelled form`` if no AAAA records
           are found but an A record set exists.

```

But I don’t know what an AAAA query is.

Despite this array of options, an `/etc/resolv.conf` file almost always looks simply like:

```

nameserver 192.168.2.254
search cranzgot.co.za

```

## 27.4 Reverse lookups

A *reverse lookup* was mentioned under `nospoof` above. This is the determining of the hostname from the IP address. The course of queries is similar to forward lookups using part of the IP address to find out what machines are responsible for what ranges of IP address.

A *forward lookup* is an ordinary lookup of the IP address from the hostname.



## 27.5 *Authoritative* for a domain

It has been emphasised that name servers only hold information for their own domains. Any other information they may have about another domain is cached, temporary data that has an expiry date attached to it.

The domain that a name server has information about is said to be the domain that a name server is *authoritative* for. Alternatively we say: “a name server is *authoritative* for the domain”. For instance, the server `ns2.cranzgot.co.za` is authoritative for the domain `cranzgot.co.za`. Hence lookups from anywhere on the Internet having the domain `cranzgot.co.za` ultimately are the responsibility of `ns2.cranzgot.co.za`, and originate (albeit via a long series of caches) from the host `ns2.cranzgot.co.za`.

## 27.6 The `host`, `ping` and `whois` command

The command `host` looks up a hostname or an IP address, by doing a nameserver query. Try:

```
host www.cnn.com
```

for an example of a host with lots of IP address. Keep typing `host` over and over. Notice that the order of the hosts keeps changing randomly. This is to distribute load amidst the many `cnn.com` servers.

Now pick one of the IP addresses and type

```
host <ip-address>
```

This will return the hostname `cnn.com`.

Note that the `host` command is not available on all UNIX's.

The `ping` command has nothing directly to do with DNS, but is a quick way of getting an IP address, and checking if a host is responding at the same time. It is often used as the acid test for network and DNS connectivity. See Section 25.9.1.

Now enter:

```
whois cnn.com@rs.internic.net
```

(Note that original BSD `whois` worked like `whois -h <host> <user>`) You will get a response like:

```
[rs.internic.net]

Whois Server Version 1.1

5 Domain names in the .com, .net, and .org domains can now be registered
with many different competing registrars. Go to http://www.internic.net
for detailed information.

10   Domain Name: CNN.COM
   Registrar: NETWORK SOLUTIONS, INC.
   Whois Server: whois.networksolutions.com
   Referral URL: www.networksolutions.com
   Name Server: NS-01A.ANS.NET
   Name Server: NS-01B.ANS.NET
15   Name Server: NS-02A.ANS.NET
   Name Server: NS-02B.ANS.NET
   Updated Date: 22-sep-1999
```

```

20 >>> Last update of whois database: Thu, 20 Jan 00 01:39:07 EST <<<

The Registry database contains ONLY .COM, .NET, .ORG, .EDU domains and
Registrars.

```

↘An example of Y2K non-compliance↗

(Internic happens to have this database of .com, .net, .org and .edu domains.)

## 27.7 The nslookup command

nslookup is a program to interactively query a nameserver. If you run

```
nslookup
```

you will get a > prompt where you can type commands. If you type in a hostname, nslookup will return its IP address(s) and visa versa. Also typing

```
help
```

any time will return a complete list of commands. By default, nslookup uses the first nameserver listed in /etc/resolv.conf for all its queries. However, the command

```
server <nameserver>
```

can be used to explicitly use a particular server.

### 27.7.1 NS, MX, PTR, A and CNAME records

The word *record* is a piece of DNS information.

Now enter the command:

```
set type=NS
```

This tells nslookup to return the second type of information that a DNS can deliver: *the authoritative name server for a domain* or the NS record of the domain. You can enter any domain here. For instance, enter

```
set type=NS
cnn.com
```

It will return

```

5 Non-authoritative answer:
cnn.com nameserver = NS-02B.ANS.NET
cnn.com nameserver = NS-02A.ANS.NET
cnn.com nameserver = NS-01B.ANS.NET
cnn.com nameserver = NS-01A.ANS.NET

Authoritative answers can be found from:
NS-02B.ANS.NET internet address = 207.24.245.178

```

```

10 NS-02A.ANS.NET  internet address = 207.24.245.179
   NS-01B.ANS.NET  internet address = 199.221.47.8
   NS-01A.ANS.NET  internet address = 199.221.47.7

```

This tells us that there are four name servers authoritative for the domain `cnn.com` (one plus three backups). It also tells us that it did not get this answer from an authoritative source, but via a cached source. It also tells us what nameservers are authoritative for this very information.

Now switch to a nameserver that *is* authoritative for `cnn.com`:

```
server NS-02B.ANS.NET
```

and run the same query:

```
cnn.com
```

The new result is somewhat more emphatic, but no different.

There are only a few other kinds of records that you can get from a nameserver. Try

```
set type=MX
cnn.com
```

to get the so-called *MX record* for that domain. The MX record is the server responsible for handling mail destined to that domain. MX records also have a priority (usually 10 or 20). This tells any mail server to try the 20 one should the 10 one fail, and so on. There are usually only one or two MX records. Mail is actually the only Internet service handled by DNS. (For instance there is no such thing as a *NEWSX* record for news, nor a *WX* record for web pages, whatever kind of information we may like such records to hold.)

Also try

```

5 set type=PTR
  <ip-address>
  set type=A
  <hostname>
  set type=CNAME
  <hostname>

```

So-called PTR records are reverse lookups, or *PointeRs* to hostnames. So-called A records are forward lookups (the default type of lookup when you first invoke `nslookup`), or *Address* lookups. So-called CNAME records are lookups of *Canonical NAMEs*. DNS allows one to alias a computer to many different names, even though each has one *real* name (called the *canonical* name). CNAME lookups return the machine name proper.

## 27.8 The dig command

`dig` stands for *domain information groper*, and sends single requests to a DNS server for testing or scripting purposes (it is very similar to `nslookup`, but non-interactive).

It is usually used

```
dig @<server> <domain> <query-type>
```

Where <server> is the machine running the DNS daemon to query, <domain> is the domain of interest and <query-type> is one of A, ANY, MX, NS, SOA, HINFO or AXFR, of which the non-obvious ones you can check about in the man page.

Useful is the AXFR record. For instance

```
dig @dns.dial-up.net icon.co.za AXFR
```

lists the entire domain of one of our local ISP's.

# Chapter 28

## NFS

This chapter covers NFS: the file sharing capabilities of UNIX, showing you how to setup directories share-able to other UNIX machines.

NFS stands for *Network File System*. As soon as one thinks of high speed Ethernet, the logical possibility of *sharing* a file-system across a network comes to mind. DOS, OS/2 and Windows have their own file sharing schemes (IPX, SMB etc.), and NFS is the UNIX equivalent.

Consider your hard drive with its 10000 or so files. Ethernet is fast enough that one should be able to entirely use the hard drive of another machine, transferring needed data as required as network packets; or make a directory tree visible to several computers. Doing this efficiently is a complex task. NFS is a standard, a protocol and (on LINUX<sup>®</sup>) a software suite that accomplishes this task in an efficient manner. It is really easy to configure as well. Unlike some other sharing protocols, NFS merely shares files and does not facilitate printing or messaging.

### 28.1 Software

Depending on your distribution, these can be located in any of the `bin` or `sbin` directories. These are all daemon processes that should be started in the order given here.

**portmap** (also sometimes called `rpc.portmap`) This maps service names to ports. Client and server processes may request a TCP port number based on a service name, and `portmap` handles these requests. It is basically a network version of your `/etc/services` file.

**rpc.mountd** (also sometimes called `mountd`) This handles the initial incoming request from a client to mount a file-system, and checks that the request is allowable.

**rpc.nfsd** (also sometimes called `nfsd`) This is the core — the file-server program itself.

**rpc.lockd** (also sometimes called `lockd`) This handles shared locks between different machines on the same file over the network.

The acronym RPC stands for *Remote Procedure Call*. RPC was developed along with NFS by Sun Microsystems. It is an efficient way for a program to call a function on another machine, and can be used by any service that wishes to have efficient distributed processing. These days its not really used for much except NFS, having been superseded by technologies like CORBA \The “Object-Oriented” version of RPC\ . You can however still write distributed applications using LINUX<sup>®</sup>’s RPC implementation.

## 28.2 Configuration example

To share a directory to a remote machine, requires that forward and reverse DNS lookups be working for the server machine as well as all client machines. This is covered in Chapter 27 and Chapter 40. If you are just testing NFS, and you are sharing directories to your local machine (what we will do now) you *may* find NFS to still work without a proper DNS setup. You should at least have proper entries in your `/etc/hosts` file for your local machine (see Page 27.3).

The first step is deciding on the directory you would like to share. A useful trick is to share your CDROM to your whole LAN. This is perfectly safe considering that CDs are read-only. Create an `/etc/exports` file with the following in it:

```
/mnt/cdrom 192.168.1.0/24(ro) localhost(ro)
```

You can immediately see that the format of the `/etc/exports` file is simply a line for each share-able directory. Next to each directory name goes a list of hosts that are allowed to connect. In this case, those allowed access are all IP addresses having the upper 24 bits matching `192.168.1`, as well as the `localhost`.

You should then mount your CDROM as usual with

```
mkdir -p /mnt/cdrom
mount -t iso9660 -o ro /dev/cdrom /mnt/cdrom
```

Now start each of the NFS processes in sequence:

```
portmap
rpc.mountd
rpc.nfsd
rpc.lockd
```

Whenever making any changes to your `/etc/exports` file you should also do a:

```
exportfs -r
```

which causes a re-reading of the `/etc/exports` file. Entering the `exportfs` command with no options should then show:

```
/mnt/cdrom      192.168.1.0/24
/mnt/cdrom      localhost.localdomain
```

indicating the list of directories and hosts allowed to access them.

It is useful to test mounts from your local machine before testing from a remote machine. Here we perform the NFS mounting operation proper:

```
mkdir /mnt/nfs
mount -t nfs localhost:/mnt/cdrom /mnt/nfs
```

You can see that the `mount` command sees the remote machine's directory as a "device" of sorts, although the type is `nfs` instead of `ext2`, `vfat` or `iso9660`. The remote hostname is followed by a colon followed by the directory on that remote machine *relative to the root directory*. This is unlike many other kinds of services that name all files relative to some "top-level" directory (eg. FTP and web servers). The acid test now is to `ls` the `/mnt/nfs` directory to verify that its contents are indeed the same as `/mnt/cdrom`. Now if our server is called say `cdromserver`, we can run the same command on all client machines:

```
mkdir /mnt/nfs
mount -t nfs cdromserver:/mnt/cdrom /mnt/nfs
```

If anything went wrong, you might like to search your process list for all processes with an `rpc`, `mount`, `nfs` or `portmap` in them. Completely stopping NFS means clearing all of these processes if you really want to start from scratch. It is useful to also keep a,

```
tail -f /var/log/messages
```

running in a separate console to watch for any error (or success) messages (actually true of any configuration you are doing). Note that it is not always obvious that NFS is failing because of a forward or reverse DNS lookup, so double check beforehand that these are working — `mount` will not usually be more eloquent than the classic NFS error message: “`mount: <xyz> failed, reason given by server: Permission denied`”. A faulty DNS is also indicated by whole minute pauses in operation.

Most distributions will not require you to manually start and stop the daemon processes above. Like most services, RedHat’s NFS implementation can be invoked simple with:

```
/etc/init.d/nfs start
/etc/init.d/nfslock start
```

(or `/etc/rc.d/init.d/`). On Debian<sup>©</sup> similarly,

```
/etc/init.d/nfs-common start
/etc/init.d/nfs-kernel-server start
```

## 28.3 Access permissions

Above, we used `192.168.1.0/24(ro)` to indicate that we want to give read-only access to a range of IP addresses. You can actually put hostnames with wildcards also; for example:

```
/mnt/cdrom *.mynet.mydomain.co.za(ro)
```

Then also allow read-write access with, say:

```
/home *.mynet.mydomain.co.za(rw)
```

One further option, `no_root_squash`, disables NFS’s special treatment of `root` owned files. This is useful if you are finding certain files strangely inaccessible. This is really only for systems (like diskless workstations) that need full `root` access to a file-system. An example is:

```
/ *.very.trusted.net(rw,no_root_squash)
```

The man page for `/etc/exports`, `exports(5)` contains an exhaustive list of options.

## 28.4 Security

NFS requires a number of services to be running that have no use anywhere else. Many naive administrators create directory exports with impunity, thus exposing those machines to opportunistic hackers. An NFS server should be

well hidden behind a firewall, and any Internet server exposed to the Internet should *never* run the portmap or RPC services.

## 28.5 Kernel NFS

There are actually two versions of the NFS implementation for LINUX<sup>®</sup>. Although this is a technical caveat it is worth understanding that the NFS server was originally implemented by an ordinary daemon process before the LINUX<sup>®</sup> kernel itself supported NFS. Debian<sup>©</sup> supports both implementations in two packages, `nfs-server` and `nfs-kernel-server`, although the configuration should be identical. Depending on the versions of these implementations and the performance you require, one or the other may be better. You are advised to at least check the status of the kernel NFS implementation on the kernel web pages. Of course NFS as a client must necessarily be supported by the kernel as a regularly file-system type in order to be able to mount anything.



## Chapter 29

# Services Running Under `inetd`

There are some hundred odd services that a standard LINUX server supports. For all of these to be running simultaneously would be a strain. Hence a daemon process exists that watches for incoming TCP connections and then starts the relevant executable, saving that executable from having to run all the time. This is used only for sparsely used services — i.e. not web, mail or DNS.

The daemon that does this is traditionally call `inetd`; the subject of this chapter.

(Section 36.1 contains an example of writing your own network service in shell script to run under `inetd`.)

### 29.1 The `inetd` package

The package that `inetd` comes under depends on the taste of your distribution. Further, under RedHat, version 7.0 switched to `xinetd`, a welcomed move that departs radically from the traditional UNIX `inetd`. `xinetd` will be discussed below. The important `inetd` files are: the configuration file `/etc/inetd.conf`, the executable `/usr/sbin/inetd`, the `inetd` and `inetd.conf` man pages and the startup script `/etc/init.d/inet` (or `/etc/rc.d/init.d/inetd`). Another important file is `/etc/services` discussed previously in Section 26.4.

### 29.2 Invoking services using `/etc/inetd.conf`

To start most services can be done in one of three methods: firstly as a standalone (resource hungry, as discussed) daemon, secondly under `inetd`, or thirdly as a “TCP wrapper” moderated `inetd` service. However, some services will run using *only* one method. Here we will give an example showing all three methods. You will need to have an `ftp` package installed for this example (either `wuftp` on RedHat or `ftpd` on Debian©).

#### Invoking a standalone service

Try the following (alternative commands in round braces):

```
/usr/sbin/in.ftpd -D  
( /usr/sbin/in.wuftp -s )
```

The `-D` option indicates to start in Daemon mode (or standalone mode). This represents the first way of running an Internet service.

## Invoking an inetd service

Next we can let `inetd` run the service for us. Edit your `/etc/inetd.conf` file and add/edit the line (alternatives in round braces):

```
ftp      stream tcp  nowait root  /usr/sbin/in.ftpd in.ftpd
( ftp      stream tcp  nowait root  /usr/sbin/in.wuftpdp in.wuftpdp )
```

Then restart the `inetd` service with,

```
/etc/init.d/inet restart
( killall -1 inetd )
( /etc/rc.d/init.d/inet restart )
```

and test with,

```
ps aux | grep ftp
ftp localhost
```

The fields in the `/etc/inetd.conf` file have the following meanings:

**ftp** The name of the service. Looking in the `/etc/services` file, we can see that this is TCP port 21.

**stream tcp** Socket type and protocol. In this case a TCP stream socket, and hardly ever anything else.

**nowait** Do not wait for the process to exit before listening for a further incoming connection. Compare to `wait` and `respawn` in Chapter 32.

**root** The initial user ID under which the service must run.

**/usr/sbin/in.ftpd ( /usr/sbin/in.wuftpdp )** The actual executable.

**in.ftpd** The command-line. In this case, just the program name and no options.

This represents the first way of running an Internet service.

## Invoking an inetd “TCP wrapper” service

Next we can let `inetd` run the service for us under the `tcpd` wrapper command. This is almost the same as before, but with a slight change in the `/etc/inetd.conf` entry:

```
ftp      stream tcp  nowait root  /usr/sbin/tcpd /usr/sbin/in.ftpd
( ftp      stream tcp  nowait root  /usr/sbin/tcpd /usr/sbin/in.wuftpdp )
```

Then restart the `inetd` service as before. What this does is allow `tcpd` to invoke `in.ftpd` (or `in.wuftpdp`) on `inetd`'s behalf. The `tcpd` command does various checks on the incoming connection to decide whether it should be trusted. `tcpd` checks what host the connection originates from and compares it against entries in the file `/etc/hosts.allow` and `/etc/hosts.deny`. It can refuse connections from selected hosts, thus giving you finer access control to services. This is the third method of running an Internet service.

Consider the above `/etc/inetd.conf` entry with the following line in your `/etc/hosts.allow` file:

```
in.ftpd: LOCAL, .my.domain
( in.wuftpdp: LOCAL, .my.domain )
```

as well as the following line in the file `/etc/hosts.deny`:

```
in.ftpd: ALL
( in.wuftp: ALL )
```

This will deny connections from all machines with hostname's not ending in `.my.domain` but allow connections from the local machine. It is useful at this point to try making an ftp connection from different machines to test access control. A complete explanation of the `/etc/hosts.allow` and `/etc/hosts.deny` file format can be obtained from `hosts_access(5)`. Another example is (`/etc/hosts.deny`):

```
ALL: .snake.oil.com, 146.168.160.0/255.255.240.0
```

which would deny access for ALL services to all machines inside the `146.168.160.0` (first 20 bits) network, as well as all machines under the `snake.oil.com` domain.

## Distribution conventions

Note that the above methods can *not* be used simultaneously — if a service is already running via one method, trying to start it via another will fail, possibly with a “port in use” error message. Your distribution would have already decided whether to make the service an `inetd` entry or a standalone daemon. In the former case a line in `/etc/inetd.conf` will be present, while in the latter case, a script `/etc/init.d/<service>` (or `/etc/rc.d/init.d/<service>`) will be present to start or stop the daemon. Typically there will be no `/etc/init.d/ftpd` script, while there will be `/etc/init.d/httpd` and `/etc/init.d/named` scripts. Note that there will *always* be a `/etc/init.d/inet` script.

## 29.3 Various service explanations

*All these services are potential security holes. Don't take chances: disable them all by commenting out all `/etc/inetd.conf` lines.*

A typical `/etc/inetd.conf` file (without the comment lines) looks something like:

```
ftp      stream  tcp    nowait  root    /usr/sbin/tcpd  in.ftpd -l -a
telnet   stream  tcp    nowait  root    /usr/sbin/tcpd  in.telnetd
shell    stream  tcp    nowait  root    /usr/sbin/tcpd  in.rshd
login    stream  tcp    nowait  root    /usr/sbin/tcpd  in.rlogind
5 talk    dgram    udp    wait    nobody.tty /usr/sbin/tcpd  in.talkd
ntalk    dgram    udp    wait    nobody.tty /usr/sbin/tcpd  in.ntalkd
pop-3    stream  tcp    nowait  root    /usr/sbin/tcpd  ipop3d
imap     stream  tcp    nowait  root    /usr/sbin/tcpd  imapd
10 uucp     stream  tcp    nowait  uucp    /usr/sbin/tcpd  /usr/lib/uucp/uucico -l
tftp     dgram    udp    wait    root    /usr/sbin/tcpd  in.tftpd
bootps   dgram    udp    wait    root    /usr/sbin/tcpd  bootpd
finger   stream  tcp    nowait  nobody  /usr/sbin/tcpd  in.fingerd
auth     stream  tcp    wait    root    /usr/sbin/in.identd in.identd -e -o
```

The above services have the following purposes:

**ftp** File Transfer Protocol as shown above.

**telnet** Telnet login access.

**shell** rsh Remote Shell script execution service.

**login** rlogin Remote Login login service.

**talk, ntalk** User communication gimmick.

**pop-3** Post Office Protocol mail retrieval service — how most people get their mail through their ISP.

**imap** Internet Mail Access Protocol – a more sophisticated version of POP.

**uucp** Unix to Unix Copy operating over TCP.

**tftp** Trivial FTP service used, for example, by diskless workstations to retrieve a kernel image.

**bootpd** BOOTP IP configuration service for LAN's that want automatic IP assignment.

**finger** User lookup service.

**auth** This is used to determine what user owns a particular TCP connection. If you run a machine with lots of users, administrators of other machines can see which users are connecting to them from your machine. Some IRC and FTP servers require this, and it can be useful for tracking purposes. Disable this if only you are ever going to login to your box.

## 29.4 The xinetd alternative

Instead of the usual `inetd` + `tcpd` combination, RedHat switched to the `xinetd` package as of version 7.0. I hope that this becomes a standard. The `xinetd` package combines the features of `tcpd` and `inetd` into one neat package. The `xinetd` package consists of a top-level config file, `/etc/xinetd.conf`; an executable `/usr/sbin/xinetd`; and then a config file for each service under the directory `/etc/xinetd.d/`. *This allows a package like `ftpd` control over its own configuration through its own separate file.*

The default top-level config file is `/etc/xinetd.conf` looks simply like:

```
defaults
{
    instances          = 60
    log_type           = SYSLOG authpriv
    log_on_success     = HOST PID
    log_on_failure     = HOST RECORD
}
includedir /etc/xinetd.d
```

Which dictates respectively that `xinetd`: limit the number of simultaneous connections of each service to 60; log to the `syslog` facility using `syslog`'s `authpriv` channel; log the `HOST` and `Process ID` for each successful connection; and finally also log the `HOST` (and also `RECORD` info about the connection attempt) for each failed connection. In other words, `/etc/xinetd.conf` really says nothing interesting at all.

The last line says to look in `/etc/xinetd.d/` for more service specific files. Our FTP service would have a file `/etc/xinetd.d/wu-ftp.d` containing:

```
service ftp
{
    socket_type        = stream
    server             = /usr/sbin/in.ftpd
    server_args        = -l -a
    wait               = no
    user               = root
```

```

10  log_on_success    += DURATION USERID
    log_on_failure  += USERID
    nice            = 10
    }

```

This is similar to our `/etc/inetd.conf` line above, albeit more verbosely. Respectively, this file dictates to: listen with a stream TCP socket; run the executable `/usr/sbin/in.ftpd` on a successful incoming connection; pass the arguments `-l -a` on the command-line to `in.ftpd` (see `ftpd(8)`); never wait for `in.ftpd` to exit before accepting the next incoming connection; run `in.ftpd` as user `root`; additionally log the `DURATION` and `USERID` of successful connections; additionally log the `USERID` of failed connections; and finally to be `nice` to the CPU by running `in.ftpd` at a priority of 10.

## Limiting access

The security options of `xinetd` allow much flexibility. Most important is the `only_from` option to limit the remote hosts allowed to use a service. The most extreme use is to add `only_from 127.0.0.1` to the top level config file:

```

5  defaults
    {
        only_from    = 127.0.0.1 mymachine.local.domain
        .
        .
        .
    }

```

which allows no remote machines to use any `xinetd` service at all. Alternatively, you can add a `only_from` line to any of the files in `/etc/xinetd.d/` to restrict access on a per-service bases.

`only_from` can also take IP address ranges of the form `nnn.nnn.nnn.nnn/bits`, as well as domain names. For example,

```
only_from = 127.0.0.1 192.168.128.0/17 .somewhere.friendly.com
```

which in the last case allows access from all machines with host names ending in `.somewhere.friendly.com`.

Finally there is the `no_access` option which works identically to `only_from`, dictating hosts and IP ranges from where connections are *not* allowed:

```
no_access = .snake.oil.net
```

## 29.5 Security

It may be thought that using `/etc/hosts.deny` (or `only_from =`) to deny access to *all* remote machines should be enough to secure a system. This is **not** true: even a local user being able to access a local service is a potential security hole, since the service usually has higher privileges than the user. It is hence best to remove all services that are not absolutely necessary. For Internet machines, do not hesitate to hash out every last service or even un-install `inetd` (or `xinetd`) entirely.

See also Chapter 44.



## Chapter 30

# exim and sendmail

This chapter will effectively explain how to get LINUX up and running as a mail server.

exim and sendmail are *MTA's* (*mail transfer agent*). An MTA is just a daemon process that listens on port 25 for incoming mail connections, *spools* Storing data temporarily in a file, after receiving and before sending that data. that mail in a *queue* (for exim, the `/var/spool/exim/input/` directory, for sendmail, the `/var/spool/mqueue/` directory), then re-sends that mail to some other MTA or delivers it locally to some user's mailbox. In other words, the MTA is the very package that handles all mail spooling, routing and delivery. We saw in Section 10.2 how to do a manual connection to an MTA. In that example sendmail version 8.9.3 was the MTA running on machine `mail.cranzgot.co.za`.

sendmail is the most popular MTA. It is probably necessary to learn how to use because so many organisations standardise on it. However, because exim is so easy to configure, it is worthwhile replacing sendmail wherever you see it — there are at least three MTA's that are preferable to sendmail. I will explain the minimum of what you need to know about sendmail later on, and explain exim in detail.

### 30.1 Why exim?

The exim *home page* `<http://www.exim.org/>` will give you a full rundown. Here I will just say that exim is the simplest to configure. Moreover, its configuration file works the same way you imagine mail to. Its really easy to customise the exim configuration to do some really weird things. The whole package fits together cleanly, logically, and intuitively. This is in contrast to sendmail's `sendmail.cf` file, which is widely considered to be extremely cryptic and impractical. exim also seems to have been written with proper considerations to security.

### 30.2 exim package contents

You can get exim as a `.rpm` or `.deb` file. After installation, the file `/usr/share/doc/exim-?.??.doc/spec.txt` or `/usr/doc/` contains the complete exim documentation. There is also an HTML version on their web page, while the man page contains only command-line usage. exim is a drop in replacement for sendmail, meaning that for every critical sendmail command, there is an exim command of the same name that takes the same options, so that needy scripts won't know the difference. These are:

```
/etc/aliases
/usr/bin/mailq
/usr/bin/newaliases
```

```

/usr/bin/rmail
5 /usr/lib/sendmail
/usr/sbin/sendmail

```

Finally, there is the `exim` binary itself `/usr/sbin/exim` and configuration file `/etc/exim/config`, `/etc/exim.conf` or `/etc/exim/exim.conf`, depending on your LINUX distribution. Then there are the usual start/stop scripts, `/etc/init.d/exim` or `/etc/rc.d/init.d/exim`.

### 30.3 exim configuration file

As a preliminary example, here we create a simple spooling mailserver for a personal workstation, `cericon.cranzgot.co.za`.

Most applications that send mail will have a “preferences” setting where the “SMTP gateway” can be specified, to satisfy their requirements for an MTA. Having the MTA a remote machine can be an irritation if the machine goes down or becomes unreachable. `exim` running on the local workstation, will allow all applications to use `localhost` as their SMTP gateway: i.e. `exim` takes care of periodic retries.

Here is the configuration for this. The different between this and a full blown mailserver is actually very slight.

```

##### MAIN CONFIGURATION SETTINGS #####
log_subject
errors_address = postmaster
freeze_tell_mailmaster = yes
5 queue_list_requires_admin = false
prod_requires_admin = false
trusted_users = psheer
local_domains = localhost : ${primary_hostname}
never_users = root
10 # relay_domains = my.equivalent.domains : more.equivalent.domains
host_accept_relay = localhost : *.cranzgot.co.za : 192.168.0.0/16
exim_user = mail
exim_group = mail
end
15
##### TRANSPORTS CONFIGURATION #####
remote_smtp:
    driver = smtp
    hosts = 192.168.2.1
20    hosts_override
local_delivery:
    driver = appendfile
    file = /var/spool/mail/${local_part}
    delivery_date_add
25    envelope_to_add
    return_path_add
    group = mail
    mode_fail_narrower =
    mode = 0660
30 end
##### DIRECTORS CONFIGURATION #####
localuser:
    driver = localuser
35    transport = local_delivery
end
##### ROUTERS CONFIGURATION #####
lookuphost:
40    driver = lookuphost
    transport = remote_smtp

```



```

literal:
    driver = ipliteral
    transport = remote_smtp
45 end

##### RETRY CONFIGURATION #####
*
    F,2h,15m; G,16h,1h,1.5; F,4d,8h
50 end

##### REWRITE CONFIGURATION #####
*@cericon.cranzgot.co.za psheer@icon.co.za

```

The exim config file is divided into six logical sections separated by the end keyword. The top or MAIN section contains global settings. The settings have the following meanings:

**log\_subject** Tell exim to log the subject in the mail log file. For example `T=" I LOVE YOU "` will be added to the log file.

**errors\_address** The mail address where errors are to be sent. It doesn't matter what you put here, because all mail will get rewritten to `psheer@icon.co.za` as we will see later.

**freeze\_tell\_mailmaster** Tell `errors_address` about *frozen* messages. *frozen* messages are messages that could not be delivered for some reason (like a permissions problem), and are flagged to sit idly in the mail queue, and not be processed any further. Note that frozen messages usually mean something is wrong with your system or mail configuration.

**local\_domains** Each mail message received gets processed in one of two ways: either a local or remote delivery. A local delivery is one to a user on the local machine, while a remote deliver is somewhere else on the Internet. `local_domains` distinguishes between these two. According to the config line above, a message destined to `psheer@localhost` or `psheer@cericon.cranzgot.co.za` is local, while a message to `psheer@elsewhere.co.za` is remote. Note that the list is colon delimited.

**never\_users** Never become this user. Just for security.

**host\_accept\_relay, relay\_domains** Discussed below.

**exim\_user** What user should exim run as?

**exim\_group** What group should exim run as?

## The host\_accept\_relay option

These are machines that are allowed to use `cericon.cranzgot.co.za` as a *relay*. A relay is a host that will send mail on another machine's behalf: i.e. we are a relay if we process a mail message that did neither originate from our machine, nor is destined for a user on our machine.

We **never** want to relay from an untrusted host. Why? Because it may, for example, allow someone to send 100000 messages to 100000 different emails, each with **us** in the message header.

`host_accept_relay` gives a list of trusted hosts who are allowed to send such arbitrary messages through us. Note again that the list is colon delimited. Here we don't really need to put in addresses of other machines on our LAN, except if we are feeling friendly.

`relay_domains` gives an additional condition in which an arbitrary host is allowed to use us as a relay. Consider if we are a backup mail server for a particular domain; mail to the domain does not originate from us, nor is destined for us, yet must be allowed *only if the destination address matches the domains for which we are a backup*.

## Transports

The transport section comes immediately after the main configuration options. It defines various methods of delivering mail that we are going to refer to later in the configuration file. Our manual telneting to port 25 was *transporting* a mail message by SMTP. Appending a mail message to the end of a mail folder is also a transport method. These are represented by the `remote_smtp:` and `local_delivery:` labels respectively.

For `remote_smtp` there are sub-options that are explained as follows:

**driver** The actual method of delivery. `driver` = always specifies the kind of transport, director, or router.

**hosts\_override** and **hosts** Using these two options together in this way overrides any list of hosts that may have been looked up using DNS MX queries. By “hosts” we mean machines that we might like to make an SMTP delivery to, which though we have established from the recipients email address, are not going to use. Instead we send all mail to 192.168.2.1, which is my company’s internal mail server.

For `local_delivery` there are further:

**driver** The actual method of delivery. `driver` = always specifies the kind of transport, director, or router.

**file** The file to append the mail message to. `${local_part}` is replaced with everything before the @ character of the recipients address.

**delivery\_date.add**, **envelope\_to.add** and **return\_path.add** Various things to add to the header.

**group**, **mode\_fail\_narrower** and **mode** Various permission settings.

(It is obvious at this stage what these two transports are going to be used for. As far as MTU’s are concerned the only two things that ever happen to an email message are that it either (a) gets sent via SMTP to another host, or (b) gets appended to a file.)

## Directors

If a message arrives and it is listed in `local_domains`, `exim` will attempt a local delivery. This means working through the list of *directors* until it finds one that does not fail. The only director listed here is the one labelled `localuser:` with `local_delivery` as its transport. So quite simply, email address listed under `local_domains` get appended to the user’s mailbox file — not very complicated.

A director *directs* mail to a mailbox.

## Routers

If a message arrives and it is not listed in `local_domains`, `exim` will attempt a remote delivery. Similarly, this means working through the list of *routers* until it finds one that does not fail.

There are two routers listed here. The first is for common email addresses. It uses the `lookuphost` driver, which does a DNS MX query on the domain part of the email address (i.e. everything after the @). The MX records found are then passed to the `remote_smtp` transport (and in our case, then ignored). The `lookuphost` driver will fail if the domain part of the email address is a bracketed literal IP address.

The second router uses the `ipliteral` driver. This sends mail directly to an IP address in the case of bracketed literal email addresses. For example `root@[111.1.1.1]`.

A router *routes* mail to another host.

## 30.4 Full blown mailserver

An actual mail server config file contains very little extra. This one is the example config file that comes by default with exim-3.16:

```
##### MAIN CONFIGURATION SETTINGS #####
# primary_hostname =
# qualify_domain =
# qualify_recipient =
5 # local_domains =
never_users = root
# host_accept_relay = localhost
# host_accept_relay = my.friends.host : 131.111.0.0/16
# relay_domains = my.equivalent.domains : more.equivalent.domains
10 host_lookup = 0.0.0.0/0
# receiver_unqualified_hosts =
# sender_unqualified_hosts =
rbl_domains = rbl.maps.vix.com
no_rbl_reject_recipients
15 rbl_warn_header
# rbl_domains = rbl.maps.vix.com:dul.maps.vix.com:relays.orbs.org
# percent_hack_domains = *
end
##### TRANSPORTS CONFIGURATION #####
20 remote_smtp:
    driver = smtp
# procmail transport goes here <---
local_delivery:
    driver = appendfile
25    file = /var/spool/mail/${local_part}
    delivery_date_add
    envelope_to_add
    return_path_add
    group = mail
30    mode = 0660
address_pipe:
    driver = pipe
    return_output
address_file:
35    driver = appendfile
    delivery_date_add
    envelope_to_add
    return_path_add
address_reply:
40    driver = autoreply
end
##### DIRECTORS CONFIGURATION #####
# routers because of a "self=local" setting (not used in this configuration).
system_aliases:
45    driver = aliasfile
    file = /etc/aliases
    search_type = lsearch
    user = mail
    group = mail
50    file_transport = address_file
    pipe_transport = address_pipe
userforward:
    driver = forwardfile
    file = .forward
55    no_verify
    no_expn
    check_ancestor
# filter
    file_transport = address_file
60    pipe_transport = address_pipe
```

```

    reply_transport = address_reply
# procmail director goes here <---
localuser:
    driver = localuser
65    transport = local_delivery
end
##### ROUTERS CONFIGURATION #####
# widen_domains = "sales.mycompany.com:mycompany.com"
lookuphost:
70    driver = lookuphost
    transport = remote_smtp
# widen_domains =
literal:
    driver = ipliteral
75    transport = remote_smtp
end
##### RETRY CONFIGURATION #####
*
    F,2h,15m; G,16h,1h,1.5; F,4d,8h
end
80 #####

```

For procmail support simply add

```

procmail:
    driver = pipe
    command = "/usr/bin/procmail -Y -d ${local_part}"

```

after your remote\_smtp transport, and then also,

```

procmail:
    driver = localuser
    transport = procmail
    require_files = /usr/bin/procmail

```

after your user\_forward director.

## 30.5 Shell commands for exim administration

As with other daemons, you can stop exim, start exim, and cause exim to reread its configuration file with:

```

/etc/init.d/exim stop
/etc/init.d/exim start
/etc/init.d/exim reload

```

You should always do a reload in order take effect on any config file changes. The startup script actually just runs `exim -bd -q30m`, which tells exim to start as a standalone daemon, listening for connections on port 25, and then do a `runq` (explained below) every 30 minutes.

To cause exim \and many other MTAs for that matter\ to loop through the queue of pending messages and consider each one for deliver, do

```
runq
```

Which is the same as `exim -q`. To list mail that is queued for delivery, use

```
mailq
```

Which is the same as `exim -bp`. To forcibly attempt delivery on any mail in the queue, use

```
exim -qf
```

and then to forcibly retry even frozen messages in the queue, use

```
exim -qff
```

The man page `exim(8)` contains exhaustive treatment of command-line options. These above are most of what you will use however.

## 30.6 The queue

It is often useful to check the queue directory `/var/spool/exim/input/` for mail messages, just to get an inside look at whats going on. The simple session:

```
cericon:/# mailq
0m 320 14Epss-0008DY-00 <psheer@icon.co.za>
    freddy@elmstreet.org

5 0m 304 14Ept8-0008Dg-00 <psheer@icon.co.za>
    igor@ghostbusters.com

cericon:/# ls -l /var/spool/exim/input/
total 16
10 -rw----- 1 root    root      25 Jan  6 11:43 14Epss-0008DY-00-D
   -rw----- 1 root    root     550 Jan  6 11:43 14Epss-0008DY-00-H
   -rw----- 1 root    root      25 Jan  6 11:43 14Ept8-0008Dg-00-D
   -rw----- 1 root    root     530 Jan  6 11:43 14Ept8-0008Dg-00-H
```

Shows exactly that there are two messages queued for delivery. The files ending in `-H` are headers, while those ending in `-D` are message bodies. The `spec.txt` document will show you how to interpret the contents of the header files.

Don't be afraid to manually `rm` files from this directory, but always delete them in pairs: i.e. remove the both the header *and* the body file.

## 30.7 /etc/aliases for equivalent addresses

Often we would like certain local addresses to *actually* deliver to other addresses. For instance we would like all mail destined to user `MAILER-DAEMON` to actually go to user `postmaster`; or perhaps some user has two accounts but would like to read mail from only one of them.

The `/etc/aliases` file performs this mapping. This file has become somewhat of an institution, however you can see that in exims case, aliasing is completely arbitrary: you can specify a lookup on *any* file under the `system_aliases:` director provided that file is colon delimited.

A default `/etc/aliases` file should contain the following, and you should check that the `postmaster` account does exist on your system, and test whether you can read, send and receive mail as user `postmaster`:

```
# This is a combination of what I found in the Debian
# and RedHat distributions.
```

```

MAILER-DAEMON:      postmaster
5 backup:           postmaster
bin:                postmaster
daemon:            postmaster
decode:            postmaster
dumper:            postmaster
10 fetchmail-daemon: postmaster
games:             postmaster
gnats:             postmaster
ingres:            postmaster
irc:               postmaster
15 list:            postmaster
lp:                postmaster
mail:              postmaster
mailer-daemon:     postmaster
majordom:          postmaster
20 man:             postmaster
manager:           postmaster
msql:              postmaster
news:              postmaster
nobody:            postmaster
25 operator:        postmaster
postgres:          postmaster
proxy:             postmaster
root:              postmaster
sync:              postmaster
30 sys:             postmaster
system:            postmaster
toor:              postmaster
uucp:              postmaster
www-data:          postmaster

35 # some users who want their mail redirected
arny:               mail@swartzneger.co.us
larry:              lking@cnn.com

```

You may wish to add a few more aliases for `dnsadmin`, `dns`, `webmaster` and several others. Aliases can do two things: firstly, anticipate what mail a person is likely to use if they need to contact the administrator; and secondly, catch any mail sent by system daemons: for example the email address of the DNS administrator is dictated by the DNS config files as explained on page 298.

Note that an alias in the `/etc/aliases` file does not have to have an account on the system — `larry` and `arny` do not have to have entries in the `/etc/passwd` file.

## 30.8 Realtime Blocking List — combating spam

### 30.8.1 What is *spam*?

(See also the footnote on page 68). *Spam* refers to unsolicited \Not looked for or requested; unsought\ bulk mail sent to users usually for promotional purposes. I.e. mail sent automatically to many people whom the sender has no relationship with, and where the recipient did nothing to prompt the mail; all on the off chance that the recipient may be interested in the subject matter. Alternatively spam can be thought of as any mail sent to email addresses, where those addresses were obtained without their owners consent. More practically, anyone who has had an email account for very long will have gotten messages like Subject: Fast way to earn big \$\$\$!, which clutters my mailbox. The longer you have an email address, the more of these messages you will get, and the more irritated you will get.

To send spam is easy. Work your way around the Internet till you find a mail-server that allows relaying. Then send it 10000 email addresses and a message about where to get pictures of naked underage girls. Now you are

a genuine worthy-of-being-arrested spammer. Unfortunately for the unsuspecting administrator of that machine, and provided you have even a little of a clue what you're doing, he will probably never be able to track you down. There are several other tricks employed to get the most out of your \$100-for-1000000-genuine-email-addresses.

Note that spam is not merely emails you are not interested in. People often confuse mail with other types of communication... like telephone calls: if you get a telephone call, you *have* to pick up the phone then and there — the call is an invasion of your privacy. The beauty of email is that you never need to have your privacy invaded. You can simply delete the mail. If you are irritated by the presumption of the hidden sender, then that's *your* problem. The point at which email becomes intrusive is purely a question of volume, much like airwave advertisements; but with email you can always filter mail from addresses that become bothersome. Spam however is email sent opportunistically to random addresses, that cumulatively consume a lot of resources. Because it comes from a different place each time, you cannot protect your self against it with a simple mail filter.

Further, typical spam mails will begin with a spammers subject `Create Wealth From Home Now!!` and then have the audacity to append the footer:

This is not a SPAM. You are receiving this because you are on a list of email addresses that I have bought. And you have opted to receive information about business opportunities. If you did not opt in to receive information on business opportunities then please accept our apology. To be REMOVED from this list simply reply with REMOVE as the subject. And you will NEVER receive another email from me.

Need we say that you should be wary of replying with REMOVE, since it clearly tells the sender that your email is a valid address.

### 30.8.2 Basic spam prevention

You can start at least by adding the following lines to your MAIN configuration section:

```
headers_check_syntax
headers_sender_verify
sender_verify
receiver_verify
```

The option `headers_check_syntax`, causes `exim` to check all headers of incoming mail messages for incorrect syntax, failing them otherwise. The next three options check that one of the `Sender:`, `Reply-To:` or `From:` headers, as well as the addresses in the SMTP MAIL and RCPT commands, are genuine email addresses.

The reasoning here is that spammers will often use malformed headers to trick the MTA into sending things it ordinarily wouldn't, I am not sure exactly how this applies in `exim`'s case, but these are for the good measure of rejecting email messages at the point where the SMTP exchange is being initiated.

### 30.8.3 Realtime Blocking List

To find out a lot more about spamming, banning hosts, reporting spam and email usage in general, see *MAPS (Mail Abuse Prevention System LLC)* <<http://maps.vix.com/>>, as well as, *Open Relay Behaviour-modification System* <<http://www.orbs.org/>>.

*Realtime Blocking Lists* RBL or RBL's are a not-so-new idea that has been incorporated into `exim` as a feature. It works as follows. The spammer will have to use a host that allows relays. The IP of that relay host will be clear to the MTA at the time of connection. The MTA can then check that against a database of publicly available *banned IP addresses* of relay hosts. For `exim`, this means the list under `rbl_domains`. If the `rbl_domains` friendly has this IP blacklisted, then `exim` denies it also. You can enable this with

```
rbl_domains = rbl.maps.vix.com : dul.maps.vix.com
# rbl_domains = rbl.maps.vix.com : dul.maps.vix.com : relays.orbs.org
rbl_reject_recipients
recipients_reject_except = postmaster@my.dom.ain
```

in your MAIN configuration section. Also remember to remove the line `no_rbl_reject_recipients` otherwise exim will only log a warning message, and not actually refuse email.

### 30.8.4 Mail administrator and user responsibilities

Mail administrator and email users are expected to be aware of the following:

- Spam is evil.
- Spam is caused by poorly configured mail-servers.
- It is the responsibility of the mail administrator to ensure that proper measures have been taken to prevent spam.
- Even as a user, you should followup spam by checking where it came from and complaining to those administrators.
- Many mail administrators are not aware there is an issue. Remind them.



# Chapter 31

## lilo, initrd and Booting

`lilo` stands for *linux loader*. `LILO:` is the prompt you first see after boot up, where you are usually able to choose the OS you would like to boot, and give certain boot options to the kernel. This chapter will explain how to configure `lilo`, kernel boot options, and get otherwise non-booting systems to boot.

The `lilo` package itself contains the files

```
/boot/boot.b      /boot/message    /sbin/lilo
/boot/chain.b     /boot/os2_d.b    /usr/bin/keytab-lilo
/usr/share/doc/lilo-<version>
```

which is not that interesting, except to know that the technical and user documentation is there if hard core details are needed.

### 31.1 Usage

When you first start your `LINUX` system, the `LILO:` prompt will appear where you can first enter boot options. Pressing the Tab key will give you a list of things to type. The purpose of this is to allow the booting of different `LINUX` installations on the same machine, or different operating systems stored in different partitions on the same disk.

### 31.2 Theory

#### Kernel boot sequence

To boot a `UNIX` kernel, requires it to be loaded into memory off disk and be executed. The execution of the kernel will cause it to uncompress itself, and then run. The word *boot* itself comes from the concept that a computer cannot begin executing without program code, and program code cannot get into memory without other program code — like trying to lift yourself up by your bootstraps, and hence the name. The first thing the kernel does after it runs, is initialise various hardware devices. It then mounts the root file system off a previously defined partition. Once the root file-system is mounted, the kernel executes `/sbin/init` to begin the `UNIX` operating system. This is how all `UNIX` systems begin life.

## Master Boot Record

PC's begin life with a small program in the ROM BIOS that loads the very first sector of the disk into memory, called the *boot sector* of the *Master Boot Record* or *MBR*. This piece of code is up to 512 bytes long and is expected to start the operating system. In the case of LINUX, the boot sector loads the file `/boot/map`, which contains a list of the precise location of the disk sectors that the LINUX kernel (usually the file `/boot/vmlinuz`) spans. It loads each of these sectors, thus reconstructing the kernel image in memory. Then it jumps to the kernel to execute it.

You may ask how it is possibly to load a file off a file-system when the file-system is not mounted. Further, the boot partition is a small and simple program, and certainly does not have support for the many possibly types of file-system that the kernel image may reside in. Actually, `lilo` doesn't have to support a file-system to access a file, so long as it has a list of the sectors that the file spans, and is prepared to use the BIOS *interrupts*. Nothing to do with "interrupting" or hardware interrupts, but refers to BIOS functions that are available to programs (that the LINUX kernel actually never uses itself). If the file is never modified, that sector list will never change; this is how the `/boot/map` and `/boot/vmlinuz` files are loaded.

## Bootting partitions

In addition to the MBR, each primary partition has a boot sector that can boot the operating system in that partition. MSDOS (Windows) partitions have this, and hence `lilo` can optionally load and execute these *partition boot sectors*, to start a Windows installation in another partition.

## Limitations

There are several limitations that BIOS's have inherited, due to lack of foresight of their designers. Firstly, some BIOS's do not support more than one IDE. At least according to the `lilo` documentation. I myself have not come across this as a problem.

The second limitation is most important to note. As explained, `lilo` uses BIOS functions to access the IDE drive, **but the BIOS of a PC is limited to accessing the first 1024 cylinders of the disk**. Hence whatever LILO reads, it **must** reside within the first 1024 cylinders (the first 500 Megabytes of disk space). Here is the list of things whose sectors are required to be within this space:

1. `/boot/vmlinuz`,
2. Various `lilo` files `/boot/*.b`.
3. Any non-LINUX partition boot sector you would like to boot.

However a LINUX root partition can reside anywhere, because the boot sector program never reads this partition except for the abovementioned files: a scenario where the `/boot/` directory is a small partition below the 500 Megabyte boundary, and the / partition is above the 500 Megabyte boundary, is quite common. See page 110.

## 31.3 lilo.conf and the lilo command

To "do a `lilo`" requires you run the `lilo` command as root, with a correct `/etc/lilo.conf` file. The `lilo.conf` file will doubtless have been set up by your distribution (check yours). A typical `lilo.conf` file that allows booting of a Windows partition and two LINUX partitions, is as follows:

```
boot=/dev/hda
prompt
```

```

timeout = 50
compact
5 vga = extended
lock
password = jAN]" )Wo
restricted
append = ether=9,0x300,0xd0000,0xd4000,eth0
10 image = /boot/vmlinuz-2.2.17
    label = linux
    root = /dev/hda5
    read-only
image = /boot/vmlinuz-2.0.38
15     label = linux-old
    root = /dev/hda6
    read-only
other = /dev/hda2
    label = win
20     table = /dev/hda

```

Running `lilo` will install into the MBR a boot loader, that understands where to get the `/boot/map` file, which in turn understands where to get the `/boot/vmlinuz-2.2.12-20` file. It will give some output like:

```

Added linux *
Added linux-old
Added win

```

It also backs up your existing MBR if this has not previously been done into a file `/boot/boot.0300` (where 0300 refers to the devices major and minor number).

Let's go through the options:

**boot** This tells the device to boot. It will most always be `/dev/hda` or `/dev/sda`.

**prompt** This tell the loader to give you a prompt, asking which OS you would like to boot.

**timeout** How many tenths of a seconds to display the prompt (after which the first image is booted).

**compact** String adjacent sector reads together. This makes the kernel load *much* faster.

**vga** We would like  $80 \times 50$  text mode. Your startup scripts may reset this to  $80 \times 25$  — search `/etc/rc.d` recursively for any file containing "textmode".

**lock** Always default to boot the last OS booted ↵ A very useful feature which is seldom used. ↵.

**append** This is a *kernel boot option*. Kernel boot options are central to `lilo` and kernel modules, but will be discussed in Chapter 42.5. They are mostly not needed in simple installations.

**image** A LINUX kernel to boot.

**label** The text to type at the boot prompt to get this kernel to boot.

**root** The root file-system that the kernel must mount.

**read-only** The root file-system must be mounted read only to start.

**other** Some other operating system to boot: in this case a Windows partition.

**password** Means that someone will have to type in a password to boot the machine.

**restricted** Means that a password only need be entered if parameters are entered at the LILO: prompt.

**table** Partition table info to be passed to the partition boot sector.

Further other = partitions may follow, and many image = kernel images are allowed.

The above lilo.conf file assumed a partition scheme as follows:

/dev/hda1 10 Megabyte ext2 partition to be mounted on /boot.

/dev/hda2 Windows 98 partition over 500 Megabytes in size.

/dev/hda3 Extended partition.

/dev/hda4 Unused primary partition.

/dev/hda5 ext2 root file-system.

/dev/hda6 second ext2 root file-system containing an older distribution.

/dev/hda? LINUX swap, /home etc. partitions.

## 31.4 Creating boot floppy disks

This is easy. We require a floppy disk containing the kernel image, to boot and then immediately mount a particular partition as root. This is required for a system where LILO is broken or absent. To boot the first ext2 partition of the above setup, insert a **new** floppy into a working LINUX system, and overwrite it with the following:

```
dd if=/boot/vmlinuz-2.2.17 of=/dev/fd0
rdev /dev/fd0 /dev/hda5
```

Then simply boot the floppy. The above merely requires a second LINUX installation. Without even this, you will have to download the RAWRITE.EXE utility and a raw boot disk image to create the floppy from a DOS prompt.

## 31.5 SCSI installation complications and initrd

Some of the following may be difficult to understand without knowledge of kernel modules explained in Chapter 42. You may like to come back to it later.

Consider a system with zero IDE disks and one SCSI disk containing a LINUX installation. There are BIOS interrupts to read the SCSI disk, just like there were for the IDE, so LILO can happily access a kernel image somewhere inside the SCSI partition. However, the kernel is going to be lost without a *kernel module* \See Chapter 42. The kernel doesn't support every kind of piece of hardware out there all by itself. It is actually divided into a main part (being the kernel image discuss in this chapter) and hundreds of modules (loadable parts that sit in /lib/modules/) that support the many type of SCSI, network, sound etc. peripheral devices. that understands the particular SCSI driver. So though the kernel can load and execute, it won't be able to mount its root file-system without loading a SCSI module first. But the module itself resides in root file-system in /lib/modules/. This is a tricky situation to solve and is done in one of two ways: either (a) using a kernel with a pre-enabled SCSI support; or (b) using what is known as an *initrd preliminary root file-system image*.

The first method is what I recommend. Its a straight forward (though time consuming) procedure to create a kernel that has SCSI support for your SCSI card builtin (and not in a separate module). Builtin SCSI and network drivers will also auto-detect cards most of the time allowing immediate access to the device— they will work without being given any options \Discussed in Chapter 42\ and, most importantly, without you having to read up

how to configure them. This is known as *compiled in* support for a hardware driver (as opposed to *module* support for the driver). The resulting kernel image will be larger by an amount equal to the size of module. Chapter 42 discusses such kernel compiles.

The second method is faster but more tricky. LINUX<sup>®</sup> has support for what is known as an *initrd* image (initial *r*AM disk image). This is a small 1.5 Megabyte file-system that is loaded by LILO, and mounted by the kernel instead of the real file-system. The kernel mounts this file-system as a RAM disk, executes the file `/linuxrc`, and then only mounts the real file-system.

## Creating an *initrd* image

Start by creating a small file-system. Make a directory `/initrd` and copy the following files into it.

```

drwxr-xr-x  7 root    root          1024 Sep 14 20:12 initrd/
drwxr-xr-x  2 root    root          1024 Sep 14 20:12 initrd/bin/
-rwxr-xr-x  1 root    root        436328 Sep 14 20:12 initrd/bin/insmod
-rwxr-xr-x  1 root    root        424680 Sep 14 20:12 initrd/bin/sash
5 drwxr-xr-x  2 root    root          1024 Sep 14 20:12 initrd/dev/
crw-r--r--  1 root    root           5,  1 Sep 14 20:12 initrd/dev/console
crw-r--r--  1 root    root           1,  3 Sep 14 20:12 initrd/dev/null
brw-r--r--  1 root    root           1,  1 Sep 14 20:12 initrd/dev/ram
crw-r--r--  1 root    root           4,  0 Sep 14 20:12 initrd/dev/systty
10 crw-r--r--  1 root    root           4,  1 Sep 14 20:12 initrd/dev/tty1
crw-r--r--  1 root    root           4,  1 Sep 14 20:12 initrd/dev/tty2
crw-r--r--  1 root    root           4,  1 Sep 14 20:12 initrd/dev/tty3
crw-r--r--  1 root    root           4,  1 Sep 14 20:12 initrd/dev/tty4
drwxr-xr-x  2 root    root          1024 Sep 14 20:12 initrd/etc/
15 drwxr-xr-x  2 root    root          1024 Sep 14 20:12 initrd/lib/
-rwxr-xr-x  1 root    root           76 Sep 14 20:12 initrd/linuxrc
drwxr-xr-x  2 root    root          1024 Sep 14 20:12 initrd/loopfs/

```

On my system the file `initrd/bin/insmod` is the *statically linked* <sup>↘</sup> Meaning it does not require shared libraries. <sup>↖</sup> version in `/sbin/insmod.static` from the `modutils-2.3.13` package. `initrd/bin/sash` is a statically linked shell from the `sash-3.4` package.

Now copy into the `initrd/lib/` directory the SCSI modules you require. Taking the example that we have an Adaptec AIC-7850 SCSI adaptor, we would require the `aic7xxx.o` module from `/lib/modules/<version>/scsi/aic7xxx.o`. Then place it in the `initrd/lib/` directory.

```
-rw-r--r--  1 root    root        129448 Sep 27 1999 initrd/lib/aic7xxx.o
```

The file `initrd/linuxrc` should contain a script to load all the modules needed for the kernel to access the SCSI partition. In this case, just the `aic7xxx` module <sup>↘</sup> `insmod` can take options such as the IRQ and IO-port for the device. See Chapter 42. <sup>↖</sup>:

```

#!/bin/sash

aliasall

5 echo "Loading aic7xxx module"
insmod /lib/aic7xxx.o

```

Now double check all your permissions and create a file-system image similar to that done in Section 19.8:

```
dd if=/dev/zero of=~/file-inird count=1500 bs=1024
losetup /dev/loop0 ~/file-inird
```

```
mke2fs /dev/loop0
mkdir ~/mnt
5 mount /dev/loop0 ~/mnt
  cp -a initrd/* ~/mnt/
  umount ~/mnt
  losetup -d /dev/loop0
```

Finally, gzip the file-system to an appropriately named file:

```
gzip -c ~/file-initrd > initrd-<kernel-version>
```

## Modifying lilo.conf for initrd

Your `lilo.conf` file can be changed slightly to force use of an `initrd` file-system. Simply add the `initrd` option. For example:

```
boot=/dev/sda
prompt
timeout = 50
compact
5 vga = extended
  linear
  image = /boot/vmlinuz-2.2.17
        initrd = /boot/initrd-2.2.17
        label = linux
10      root = /dev/sda1
        read-only
```

Notice the use of the `linear` option. This is a BIOS trick that you can read about in `lilo(5)`. It is often necessary, but can make SCSI disks non-portable to different BIOS's (meaning that you will have to rerun `lilo` if you move the disk to a different computer).

## Using mkinitrd

Now that you have learned the manual method of create an `initrd` image, you can read the `mkinitrd` man page. It creates an image in a single command.

## Chapter 32

# init, ?getty and UNIX run-levels

This chapter will explain how LINUX<sup>®</sup> (and a UNIX system in general) initialises itself. It follows on from the kernel boot explained in Section 31.2. We will also go into some advanced uses for `mgetty`, like receiving of faxes.

### 32.1 `init` — the first process

After the kernel has been unpacked into memory, it begins to execute, initialising hardware. The last thing it does is mount the root file-system which will necessarily contain a program `/sbin/init`, which the kernel executes. `init` is one of the only programs the kernel ever executes explicitly; the onus is then on `init` to bring the UNIX system up. `init` will always have the process ID 1.

For the purposes of `init` the (rather arbitrary) concept of a UNIX *run-level* was invented. The run-level is the current operation of the machine, numbered run-level 0 through run-level 9. When the UNIX system is *at* a particular run-level it means that a certain selection of services are running. In this way the machine could be a mail-server or an X Window workstation depending on what run-level it is in.

The traditionally defined run-levels are:

- 0 - Halt.
- 1 - Single user mode.
- 2 - Multiuser, without network file-system (NFS).
- 3 - Full multiuser mode.
- 4 - Unused.
- 5 - X Windows Workstation (usually identical to run-level 3).
- 6 - Reboot.
- 7 - Undefined.
- 8 - Undefined.
- 9 - Undefined.

The idea here is that `init` begins at a particular run-level which can then be manually changed to any other by the superuser. There is a list of scripts for each run-level used by `init` to start or stop each of the many services pertaining to that run-level. These scripts are `/etc/rc?.d/KNNservice` or `/etc/rc?.d/SNNservice`. On some systems `/etc/rc.d/rc?.d/...`, where `NN`, `K` or `S` are prefixes to dictate the order of execution (since the files are executed in alphabetical order).

These scripts all take the options `start` and `stop` on the command-line, to begin or terminate the service.

For example when `init` enters, say, run-level 5 from run-level 3, it executes the particular scripts from `/etc/rc3.d/` and `/etc/rc5.d/` to bring up or down the appropriate services. This may involve, say, executing

```
/etc/rc3.d/S20exim stop
```

and others.

## 32.2 /etc/inittab

`init` has one config file: `/etc/inittab`. A minimal `inittab` file might consist of the following.

```
id:3:initdefault:

si::sysinit:/etc/rc.d/rc.sysinit

5 10:0:wait:/etc/rc.d/rc 0
  11:1:wait:/etc/rc.d/rc 1
  12:2:wait:/etc/rc.d/rc 2
  13:3:wait:/etc/rc.d/rc 3
  14:4:wait:/etc/rc.d/rc 4
10 15:5:wait:/etc/rc.d/rc 5
  16:6:wait:/etc/rc.d/rc 6

ud::once:/sbin/update

15 1:2345:respawn:/sbin/getty 38400 tty1
   2:2345:respawn:/sbin/getty 38400 tty2
   3:2345:respawn:/sbin/getty 38400 tty3
   4:2345:respawn:/sbin/getty 38400 tty4

20 S0:2345:respawn:/sbin/mgetty -n 3 -s 115200 ttyS0 57600

   S4:2345:respawn:/sbin/mgetty -r -s 19200 ttyS4 DT19200

   x:5:respawn:/usr/bin/X11/xdm -nodaemon
```

The lines are colon separated fields and have the following meaning (lots more can be gotten from `inittab(5)`):

**id:3:initdefault:** This dictates that the default run-level is 3. It is the run-level that the system will boot up into. This usually has a 3 or a 5 in it which are most often the only two run-levels that the system ever sits in.

**si::sysinit:/etc/rc.d/rc.sysinit** This says to run a script on startup to initialise the system. If you view the file `/etc/rc.d/rc.sysinit` you will see a fairly long script, that; mounts the `proc` file-system; initialises the keyboard maps; the console font; NIS domains; hostname; swap partitions; runs `isapnp`, `depmod -a`; cleans the `utmp` file; and possibly other things. *This is only run once on bootup.* On Debian® this is a script



`/etc/init.d/rcS` which runs everything under `/etc/rcS.d/`. As usual, Debian gravitated to the most clean, elegant and extensible solution.

**13:3:wait:/etc/rc.d/rc 3** The first field is a descriptive tag, and could be anything. The second is a list of run-levels under which the particular script (last field) is to be invoked: in this case this `/etc/rc.d/rc 3` is to be run when entering run-level 3. The `wait` means to pause until `/etc/rc.d/rc` has finished execution. If you view the file `/etc/rc.d/rc` you will see it merely executes scripts under `/etc/rc?.d/` as appropriate for a run-level change.

**ud:once:/sbin/update** Flush the disk cache on each run-level change.

**1:2345:respawn:/sbin/getty 38400 tty1** When in run level 2 through 5, run the command `/sbin/getty 38400 tty1`. `respawn` means to restart the process if it dies.

**x:5:respawn:/usr/bin/X11/xdm -nodaemon** When in run level 5 run the command `/usr/bin/X11/xdm -nodaemon`. This is the X Windows graphical login program.

## Rereading the `inittab` file

If you modify the `inittab` file, `init` will probably not notice until you issue it a `SIGHUP`. This is the same as typing

```
telinit q
```

which causes it to reread `/etc/inittab`.

## Respawning to fast errors

You get these when an `inittab` line makes no sense. These errors are common and very irritating when doing console work, hence an explicit section on it: like a `getty` running on non-functioning serial port. Simply comment out or delete the appropriate line and then

```
telinit q
```

## 32.3 Useful runlevels

Switching run-levels manually is something that is rarely done. The most common way of shutting the machine is to use:

```
shutdown -h now
```

which effectively goes to runlevel 0, and

```
shutdown -r now
```

which effectively goes to runlevel 6.

You can also specify the run-level at the `LILO:` prompt. Type

```
linux 1
```

or

```
linux single
```

to enter single user mode when booting your machine. You change to single user mode on a running system with:

```
telinit S
```

You can forcefully enter any run level with

```
telinit <N>
```

## 32.4 getty invocation

The `getty` man page begins:

**getty** opens a tty port, prompts for a login name and invokes the `/bin/login` command. It is normally invoked by `init(8)`.

Note that `getty`, `agetty` and `mingetty` are just different implementations of `getty`.

The most noticeable effect of `init` running at all is that it spawns a login to each of the LINUX virtual consoles. It is the `getty` \Or perhaps `mingetty` on RedHat\ command as specified in the `inittab` line above that displays this login. Once the login name is entered, `getty` invokes the `/bin/login` program which then prompts the user for their password.

The `login` program (discussed in Section 11.8) then executes a shell. When the shell dies (as a result of the user exiting their session) `getty` is just respawned.

## 32.5 Bootup summary

At this point you should get a complete picture of the entire bootup process:

1. 1st sector loaded into RAM and executed — LILO: prompt appears.
2. Kernel loaded from sector list.
3. Kernel executed — unpacks.
4. Kernel initialises hardware.
5. Kernel mounts root file-system, say `/dev/hda1`.
6. Kernel executes `/sbin/init` as PID 1.
7. `init` executes all scripts for default run level.
8. `init` spawns `getty` programs on each terminal.
9. `getty` prompts for login.
10. `getty` executes `/bin/login` to authentic user.
11. `login` starts shell.


## 32.6 mgetty and incoming faxes and modem logins

### mgetty with character terminals

The original purpose of `getty` was to manage character terminals on main frame computers. `mgetty` is a more comprehensive `getty` that deals with proper serial devices. A typical `inittab` entry is

```
S4:2345:respawn:/sbin/mgetty -r -s 19200 ttyS4 DT19200
```


which would open a login on a terminal connected to a serial line on `/dev/ttyS4`. See Page 322 for info on configuring multiport serial cards.

(The LINUX  devices `/dev/tty1` through `/dev/tty12` as used by `getty` emulate classic terminals in this way.)


### mgetty log files

`mgetty` will log to `/var/log/mgetty.log.ttyS?`. This log file contain everything you need for troubleshooting. It is worthwhile doing a `tail -f` on them while watching a login take place.

### mgetty with modems

Running `mgetty` (see `mgetty(8)`) is a common and trivial way to get a dial login to a LINUX  machine. Your `inittab` entry is just,

```
S0:2345:respawn:/sbin/mgetty -n 3 -s 115200 ttyS0 57600
```

where `-n 3` says to answer the phone after the 3rd ring. Nothing more is needed than to plug your modem into a telephone. You can then use `dip -t`, as done in Section ??, to dial this machine from on another LINUX  box. Here is an example session:

```
# dip -t
DIP: Dialup IP Protocol Driver version 3.3.7o-uri (8 Feb 96)
Written by Fred N. van Kempen, MicroWalt Corporation.

5  DIP> port ttyS0
    DIP> speed 57600
    DIP> term
    [ Entering TERMINAL mode. Use CTRL-] to get back ]
    ATZ
10  OK
    ATDT5952521
    CONNECT 19200/ARQ/V34/LAPM/V42BIS

    Red Hat Linux release 6.1 (Cartman)
15  Kernel 2.2.12-20 on an i686

    remote.dialup.provate login:
```

Note that this is purely a login session having nothing to do with PPP dialup.

### mgetty receiving faxes

mgetty receives faxes by default, provided your modem supports it. If your modem says it supports it, and this still does not work, you will have to spend a lot of time reading through your modem's AT command set manual, as well as the mgetty info documentation, and provided it has not been explicitly disabled with the `-D` option. An appropriate `inittab` line is,

```
S0:2345:respawn:/sbin/mgetty -x 4 -n 3 -s 57600 -I '27 21 7654321' ttyS0 57600
```

the options mean respectively to; set the debug level to 4; answer after 3 rings; set the port speed to 57600; and set the fax ID number to 27 21 7654321. Alternatively, you can use the line,

```
S0:2345:respawn:/sbin/mgetty ttyS0 57600
```

and put your configuration options in the file `/etc/mgetty+sendfax/mgetty.config`

```
debug 4
rings 3
speed 57600
fax-id 27 21 7654321
```

Faxes end up in `/var/spool/fax/incoming/` as useless `.g3` format files, but note how the command,

```
strings /sbin/mgetty | grep new_fax
```

gives,

```
/etc/mgetty+sendfax/new_fax
```

which is a script that mgetty secretly runs when new faxes arrive. It can be used to convert faxes into something (like `.gif` graphics files. I recommend `.png` over `.gif` any day however.) readable by typical office programs. The following example `/etc/mgetty+sendfax/new_fax` script puts incoming faxes into `/home/fax/` as `.gif` files that all users can access. Modified from the mgetty contribs. Note how it uses the CPU intensive `convert` program from the ImageMagick package:

```
#!/bin/sh

# you must have pbm tools and they must be in your PATH
PATH=/usr/bin:/bin:/usr/X11R6/bin:/usr/local/bin

5 HUP="$1"
  SENDER="$2"
  PAGES="$3"

10 shift 3
  P=1

while [ $P -le $PAGES ] ; do
  FAX=$1
  BASENAME=`basename $FAX`
  RES=`echo $BASENAME | sed 's/\.\(\.\).*\/1/'`
  if [ "$RES" = "n" ] ; then
    STRETCH="-s"
  else
20   STRETCH=""
  fi
  nice g32pbm $STRETCH $FAX > /tmp/$BASENAME.pbm \
    && rm -f $FAX \
    && nice convert -colorspace gray -colors 16 -geom \
25   '50%x50%' /tmp/$BASENAME.pbm /home/fax/$BASENAME.gif \
```

```
30      && rm -f /tmp/$BASENAME.pbm \  
      && chmod 0666 /home/fax/$BASENAME.gif  
      shift  
      P=`expr $P + 1`  
done  
  
exit 0
```



## Chapter 33

# Sending Faxes

This chapter discusses the `sendfax` program, with reference to the specific example of setting up an artificial printer that will automatically use a modem to send its print jobs to remote fax machines.

### 33.1 Fax through printing

*Following on from Section 21.10...*

You should go now and read the `sendfax` section of the info page for `mgetty`. The `sendfax` command is just one program that sends faxes through the modem. Like `mgetty`, it reads a config file in `/etc/mgetty+sendfax/`. This one is just `sendfax.config` and can contain as little as

```
verbose y
debug 5
fax-devices ttyS0
fax-id 27 21 7654321
5 max-tries 3
max-tries-continue y
```

Here, `fax_filter.sh` is a script that sends the print job through the fax machine after requesting the telephone number through the `gdialog` \gdialog is part of the `gnome-utils` package.\. An appropriate `/etc/printcap` entry is:

```
5 fax:\
    :sd=/var/spool/lpd/fax:\
    :mx#0:\
    :sh:\
    :lp=/dev/null:\
    :if=/var/spool/lpd/fax/fax_filter.sh:
```

The file `fax_filter.sh` itself could contain a script like this \Note to rotate the `/var/log/fax` log file — see Section ??.\ for a modem on `/dev/ttyS0`:

```
5 #!/bin/sh
exec 1>>/var/log/fax
exec 2>>/var/log/fax
echo
```

```

echo
echo $@

10 echo "Starting fax 'date': I am 'id'"

export DISPLAY=localhost:0.0
export HOME=/home/lp

15 function error()
{
    gdialog --title "Send Fax" --msgbox "$1" 10 75 || \
        echo 'Huh? no gdialog on this machine'
    cd /
    20 rm -Rf /tmp/$$fax || \
        gdialog \
            --title "Send Fax" \
            --msgbox "rm -Rf /tmp/$$fax failed" \
            10 75
    25 exit 1
}

mkdir /tmp/$$fax || error "mkdir /tmp/$$fax failed"
cd /tmp/$$fax || error "cd /tmp/$$fax failed"
30 cat > fax.ps

if /usr/bin/gdialog \
    --title "Send Fax" \
    35 --inputbox "Enter the phone number to fax:" \
        10 75 "" 2>TEL ; then
:
else
    echo "gdialog failed '< TEL'"
    40 rm -Rf /tmp/$$fax
    exit 0
fi

TEL='< TEL'
45 test -z "$TEL" && error 'no telephone number given'

cat fax.ps | gs -r204x98 -sOutputFile=- -sDEVICE=faxg3 -dBATCH -q - \
    1>fax.ps.g3 || error 'gs failed'

50 ls -al /var/lock/
/usr/sbin/sendfax -x 5 -n -l ttyS0 $TEL fax.ps.g3 || \
    error "sendfax failed"

rm -Rf /tmp/$$fax
55 exit 0

```

This is not enough however. Above, `sendfax` requires access to the `/dev/ttyS0` device as well as the `/var/lock/` directory (to create a modem lock file). It cannot do this as the `lp` user (under which the above filter runs)  $\searrow$  This may not be true on some systems (like Debian<sup>Ⓢ</sup>) where there are special groups specifically for dialout. In this case such permissions would have already been sorted out and you can just add the `lp` user to the `dialout` group.  $\nwarrow$  On RedHat, the command `ls -ald /var/lock /dev/ttyS0` reveals that only `uucp` is allowed to access modems. We can get around this by creating a sticky (see Section 14.1) binary that runs as the `uucp` user. Do this by compiling the C program,

```

#include <stdlib.h>
#include <string.h>
#include <stdio.h>
#include <unistd.h>

5 int main (int argc, char **argv)
{

```



```

    char **a;
    char *p;
    int i;

10  /* set the Group ID to that of the sticky */
    if (setgid (getegid ())) {
        perror ("sendfax_wrapper: setgid failed: "
15         "make sure permissions are -rwxr-s--, owner lp:uucp");
        exit (1);
    }

    /* copy all arguments */
20    a = (char **) malloc ((argc + 1) * sizeof (char *));
    for (i = 0; i < argc; i++)
        a[i] = (char *) strdup (argv[i]);
    a[argc] = NULL;

25  /* recall a program of the same name without the '_wrapper' */
    if (!(p = (char *) strstr (a[0], "_wrapper"))) {
        fprintf (stderr,
30         "this executable must be named sendfax_wrapper\n");
        exit (1);
    }
    *p = '\0';
    execvp (a[0], a);

    /* exit on failure */
35    exit (1);
}

```

using the commands,

```

gcc sendfax_wrapper.c -o sendfax_wrapper -Wall
chown lp:uucp sendfax_wrapper
chmod g+s,o-rwx sendfax_wrapper

```

in the same directory as the `sendfax` executable. Then replace `sendfax` with `sendfax.wrapper` in the filter script. You can see that `sendfax.wrapper` just executes `sendfax` after changing the Group ID to the *effective group ID* as obtained from the `getegid` function on line 13. The effective group ID is `uucp` because of the sticky group bit (i.e. `g+s`) in the `chmod` command, and hence `sendfax` runs under the `uucp` group with full access to the modem device.

The more enlightened will realise that the above wrapper should not be necessary. However, it is a good exercise in security awareness to implement this, and then try to figure out if it is vulnerable to exploitation.



## Chapter 34

# uucp and uux

`uucp` is a command to copy a file onto another UNIX system. `uux` is a command to execute a command on another UNIX system, often piping data through that command. This is extremely useful for automating any kind of distributed function, including mail and news.

`uucp` and `uux` both come as part of the `uucp` package which stands for *Unix to Unix Copy*. `uucp` may sound ridiculous considering commands like `rsh` (*remote shell*) and automated FTP transfers (which accomplish the same thing), but `uucp` has features that these do not, making it an essential, albeit antiquated, utility.

`uucp` predates the Internet: it was originally used to implement a mail system using modems and telephone lines only. It hence has sophisticated protocols for ensuring that your file/command *really does get there*, with the maximum possible fault tolerance and the minimum of retransmission. This is why it should always be used for automated tasks wherever there are unreliable (i.e. modem) connections.

Especially important is that when a `uucp` operation is interrupted by a line break, the connection time is not wasted: `uucp` would not have discarded any partially transmitted data. This means that no matter how slow or error prone the connection, progress is always made.

### 34.1 Command-line operation

To copy a file from one machine to another, simply enter

```
uucp <filename> <machine>!<path>
```



## Chapter 35

# The LINUX Filesystem Standard

This chapter is a reproduction of the *Filesystem Hierarchy Standard*, translated into  $\text{\LaTeX}$  with some minor formatting changes. An original can be obtained from *the FHS home page* <<http://www.pathname.com/fhs/>>.

If you have ever asked the questions “where in my file-system does file *xxx* go?” or “what is directory *yyy* for?”, then this document should be consulted. It can be considered to provide the final word on such matters. Although this is mostly a reference for people creating new LINUX distributions, all administrators can benefit from an understanding of the rulings and explanations provided here.

---

### Filesystem Hierarchy Standard — Version 2.1

*edited by Daniel Quinlan*

Filesystem Hierarchy Standard Group

This standard consists of a set of requirements and guidelines for file and directory placement under UNIX-like operating systems. The guidelines are intended to support interoperability of applications, system administration tools, development tools, and scripts as well as greater uniformity of documentation for these systems.

April 12 2000

All trademarks and copyrights are owned by their owners, unless specifically noted otherwise. Use of a term in this document should not be regarded as affecting the validity of any trademark or service mark.

Copyright © 1994-2000 Daniel Quinlan

Permission is granted to make and distribute verbatim copies of this standard provided the copyright and this permission notice are preserved on all copies.

Permission is granted to copy and distribute modified versions of this standard under the conditions for verbatim copying, provided also that the title page is labeled as modified including a reference to the original standard, provided that information on retrieving the original standard is included, and provided that the entire resulting derived work is distributed under the terms of a permission notice identical to this one.

Permission is granted to copy and distribute translations of this standard into another language, under the above conditions for modified versions, except that this permission notice may be stated in a translation approved by the copyright holder.

## 35.1 Introduction

### 35.1.1 Status of the Standard

This is version 2.1 of the Filesystem Hierarchy Standard (FHS 2.1).

Comments on this standard are welcome from interested parties. Suggestions for changes should be in the form of a proposed change of text, together with appropriate supporting comments.

The guidelines in this standard are subject to modification. Use of information contained in this document is at your own risk.

### 35.1.2 Organization of the Standard

This standard is divided into these sections:

1. Introduction
2. The Filesystem: a statement of some guiding principles.
3. The Root Directory.
4. The `/usr` Hierarchy.
5. The `/var` Hierarchy.
6. Operating System Specific Annex.

Within each section, the subdirectories are arranged in ASCII order (uppercase letters first, then in alphabetical order) for easy reference.

### 35.1.3 Conventions

A constant-width font is used for displaying the names of files and directories.

Components of filenames that vary are represented by a description of the contents enclosed in "<" and ">" characters, <thus>. Electronic mail addresses are also enclosed in "<" and ">" but are shown in the usual typeface.

Optional components of filenames are enclosed in "[" and "]" characters and may be combined with the "<" and ">" convention. For example, if a filename is allowed to occur either with or without an extension, it might be represented by <file-name>[.<extension>].

Variable substrings of directory names and filenames are indicated by "\*".

### 35.1.4 Background of the FHS

The process of developing a standard filesystem hierarchy began in August 1993 with an effort to restructure the file and directory structure of Linux. The FSSTND, a filesystem hierarchy standard specific to the Linux operating system, was released on February 14, 1994. Subsequent revisions were released on October 9, 1994 and March 28, 1995.

In early 1995, the goal of developing a more comprehensive version of FSSTND to address not only Linux, but other UNIX-like systems was adopted with the help of members of the BSD development community. As a result, a concerted effort was made to focus on issues that were general to UNIX-like systems. In recognition of this widening of scope, the name of the standard was changed to Filesystem Hierarchy Standard or FHS for short.

Volunteers who have contributed extensively to this standard are listed at the end of this document. This standard represents a consensus view of those and other contributors.

### 35.1.5 Scope

This document specifies a standard filesystem hierarchy for FHS filesystems by specifying the location of files and directories, and the contents of some system files.

This standard has been designed to be used by system integrators, package developers, and system administrators in the construction and maintenance of FHS compliant filesystems. It is primarily intended to be a reference and is not a tutorial on how to manage a conforming filesystem hierarchy.

The FHS grew out of earlier work on FSSTND, a filesystem organization standard for the Linux operating system. It builds on FSSTND to address interoperability issues not just in the Linux community but in a wider arena including 4.4BSD-based operating systems. It incorporates lessons learned in the BSD world and elsewhere about multi-architecture support and the demands of heterogeneous networking.

Although this standard is more comprehensive than previous attempts at filesystem hierarchy standardization, periodic updates may become necessary as requirements change in relation to emerging technology. It is also possible that better solutions to the problems addressed here will be discovered so that our solutions will no longer be the best possible solutions. Supplementary drafts may be released in addition to periodic updates to this document. However, a specific goal is backwards compatibility from one release of this document to the next.

Comments related to this standard are welcome. Any comments or suggestions for changes should be directed to the FHS editor (Daniel Quinlan <quinlan@pathname.com>), or if you prefer, the FHS mailing list. Typographical or grammatical comments should be directed to the FHS editor.

Before sending mail to the mailing list it is requested that you first contact the FHS editor in order to avoid excessive re-discussion of old topics. Improper messages will not be well-received on the mailing list.

Questions about how to interpret items in this document may occasionally arise. If you have need for a clarification, please contact the FHS editor. Since this standard represents a consensus of many participants, it is important to make certain that any interpretation also represents their collective opinion. For this reason it may not be possible to provide an immediate response unless the inquiry has been the subject of previous discussion.

### 35.1.6 General Guidelines

Here are some of the guidelines that have been used in the development of this standard:

- Solve technical problems while limiting transitional difficulties.
- Make the specification reasonably stable.
- Gain the approval of distributors, developers, and other decision-makers in relevant development groups and encourage their participation.
- Provide a standard that is attractive to the implementors of different UNIX-like systems.

### 35.1.7 Intended Audience

The intended audience of this standard includes, but is not limited to the following groups of people:

- System Developers
- System Integrators and Distributors
- Application Developers
- Documentation Writers
- System Administrators and other interested parties (for information purposes)



### 35.1.8 Conformance with this Document

This section defines the meanings of the terms “compliant” and “compatible” with respect to this standard, as well as “partial” compliance and “partial” compatibility.

An “implementation” here refers to a distribution, an installed system, a program, a package (or some similar piece of software or data), or some component thereof.

An implementation is fully compliant with this standard if every requirement in this standard is met. Every file or directory which is part of the implementation must be physically located as specified in this document. If the contents of a file are described here the actual contents must correspond to the description. The implementation must also attempt to find any files or directories, even those external to itself, primarily or exclusively in the location specified in this standard.

For short, “compliant” may be equivalently used instead of “fully compliant”.

An implementation is fully compatible with this standard if every file or directory which it contains can be found by looking in the location specified here and will be found with the contents as specified here, even if that is not the primary or physical location of the file or directory in question. The implementation must, when it attempts to find any files or directories which are not part of it, do so in the location specified in this standard, though it may also attempt to find it in other (non-standard) locations.

For short, “compatible” may be equivalently used instead of “fully compatible”.

An implementation is partially compliant or partially compatible respectively if it complies with or is compatible with a significant subset of this document. Partial compliance and partial compatibility are only intended to apply to distributions and not to separate programs. The phrase “a significant subset” is admittedly subjective, and in borderline cases, the concerned party should contact the FHS editor. It is anticipated that some variation will be tolerated in borderline cases.

To qualify as partially FHS compliant or partially FHS compatible an implementation must provide a list of all places at which it and the FHS document differ in addition to a brief explanation of the reasoning for this difference. This list shall be provided with the implementation in question, and also reported and made available to the FHS mailing list or the FHS editor.

The terms “must”, “should”, “contains”, “is” and so forth should be read as requirements for compliance or compatibility.

Note that an implementation does not need to contain all the files and directories specified in this standard to be compliant or compatible. Only the files and directories an implementation actually contains need to be located appropriately. For example, if a particular filesystem is not supported by a distribution, the tools for that filesystem need not be included, even though they may be explicitly listed in this standard.

Furthermore, certain portions of this document are optional. In this case this will be stated explicitly, or indicated with the use of one or more of “may”, “recommend”, or “suggest”. Items marked as optional have no bearing on the compliance or conformance of an implementation; they are suggestions meant to encourage common practice, but may be located anywhere at the implementor’s choice.

## 35.2 The Filesystem

The UNIX filesystem is characterized by:

- A hierarchical structure
- Consistent treatment of file data
- Protection of file data

This standard assumes that the operating system underlying an FHS-compliant file system supports the same basic security features found in most UNIX filesystems. Note that this standard does not attempt to agree in every possible respect with any particular UNIX system’s implementation. However, many aspects of this standard are based on ideas found in UNIX and other UNIX-like systems.

This is after careful consideration of other factors, including:

- Traditional and well-considered practices in UNIX-like systems.
- The implementation of other filesystem structures

- Applicable standards

It is possible to define two independent categories of files: shareable vs. unshareable and variable vs. static.

Shareable data is that which can be shared between several different hosts; unshareable is that which must be specific to a particular host. For example, user home directories are shareable data, but device lock files are not.

Static data includes binaries, libraries, documentation, and anything that does not change without system administrator intervention; variable data is anything else that does change without system administrator intervention.

For ease of backup, administration, and file-sharing on heterogenous networks of systems with different architectures and operating systems, it is desirable that there be a simple and easily understandable mapping from directories (especially directories considered as potential mount points) to the type of data they contain.

Throughout this document, and in any well-planned filesystem, an understanding of this basic principle will help organize the structure and lend it additional consistency.

The distinction between shareable and unshareable data is needed for several reasons:

- In a networked environment (i.e., more than one host at a site), there is a good deal of data that can be shared between different hosts to save space and ease the task of maintenance.
- In a networked environment, certain files contain information specific to a single host. Therefore these filesystems cannot be shared (without taking special measures).
- Historical implementations of UNIX-like filesystems interspersed shareable and unshareable data in the same hierarchy, making it difficult to share large portions of the filesystem.

The “shareable” distinction can be used to support, for example:

- A `/usr` partition (or components of `/usr`) mounted (read-only) through the network (using NFS).
- A `/usr` partition (or components of `/usr`) mounted from read-only media. A CD-ROM is one copy of many identical ones distributed to other users by the postal mail system and other methods. It can thus be regarded as a read-only filesystem shared with other FHS-compliant systems by some kind of “network”.

The “static” versus “variable” distinction affects the filesystem in two major ways:

- Since `/` contains both variable and static data, it needs to be mounted read-write.
- Since the traditional `/usr` contains both variable and static data, and since we may want to mount it read-only (see above), it is necessary to provide a method to have `/usr` mounted read-only. This is done through the creation of a `/var` hierarchy that is mounted read-write (or is a part of another read-write partition, such as `/`), taking over much of the `/usr` partition’s traditional functionality.

Here is a summarizing chart. This chart is only an example for a common FHS-compliant system, other chart layouts are possible within FHS-compliance.

	shareable	unshareable
static	<code>/usr</code> <code>/opt</code>	<code>/etc</code> <code>/boot</code>
variable	<code>/var/mail</code> <code>/var/spool/news</code>	<code>/var/run</code> <code>/var/lock</code>

## 35.3 The Root Directory

This section describes the root directory structure. The contents of the root filesystem should be adequate to boot, restore, recover, and/or repair the system:

- To boot a system, enough must be present on the root partition to mount other filesystems. This includes utilities, configuration, boot loader information, and other essential start-up data. `/usr`, `/opt`, and `/var` are designed such that they may be located on other partitions or filesystems.

- To enable recovery and/or repair of a system, those utilities needed by an experienced maintainer to diagnose and reconstruct a damaged system should be present on the root filesystem.
- To restore a system, those utilities needed to restore from system backups (on floppy, tape, etc.) should be present on the root filesystem.

The primary concern used to balance these considerations, which favor placing many things on the root filesystem, is the goal of keeping root as small as reasonably possible. For several reasons, it is desirable to keep the root filesystem small:

- It is occasionally mounted from very small media.
- The root filesystem contains many system-specific configuration files. Possible examples include a kernel that is specific to the system, a specific hostname, etc. This means that the root filesystem isn't always shareable between networked systems. Keeping it small on servers in networked systems minimizes the amount of lost space for areas of unshareable files. It also allows workstations with smaller local hard drives.
- While you may have the root filesystem on a large partition, and may be able to fill it to your heart's content, there will be people with smaller partitions. If you have more files installed, you may find incompatibilities with other systems using root filesystems on smaller partitions. If you are a developer then you may be turning your assumption into a problem for a large number of users.
- Disk errors that corrupt data on the root filesystem are a greater problem than errors on any other partition. A small root filesystem is less prone to corruption as the result of a system crash.

Software should never create or require special files or subdirectories in the root directory. Other locations in the FHS hierarchy provide more than enough flexibility for any package.

#### BEGIN RATIONALE

There are several reasons why introducing a new subdirectory of the root filesystem is prohibited:

- It demands space on a root partition which the system administrator may want kept small and simple for either performance or security reasons.
- It evades whatever discipline the system administrator may have set up for distributing standard file hierarchies across mountable volumes.

#### END RATIONALE

/ the root directory

**/bin** Essential command binaries  
**/boot** Static files of the boot loader  
**/dev** Device files  
**/etc** Host-specific system configuration  
**/home** User home directories  
**/lib** Essential shared libraries and kernel modules  
**/mnt** Mount point for mounting a filesystem temporarily  
**/opt** Add-on application software packages  
**/root** Home directory for the root user  
**/sbin** Essential system binaries  
**/tmp** Temporary files  
**/usr** Secondary hierarchy  
**/var** Variable data

Each directory listed above is specified in detail in separate subsections below. **/usr** and **/var** each have a complete section in this document due to the complexity of those directories.

The operating system kernel image should be located in either **/** or **/boot**. Additional information on kernel placement can be found in the section regarding **/boot**, below.

### 35.3.1 `/bin`: Essential user command binaries (for use by all users)

`/bin` contains commands that may be used by both the system administrator and by users, but which are required when no other filesystems are mounted (e.g. in single user mode). It may also contain commands which are used indirectly by scripts.

There should be no subdirectories within `/bin`.

Command binaries that are not essential enough to place into `/bin` should be placed in `/usr/bin`, instead. Items that are required only by non-root users (the X Window System, `chsh`, etc.) are generally not essential enough to be placed into the root partition.

### 35.3.2 Required files for `/bin`:

- General commands:

The following commands have been included because they are essential, except for a few commands being present because of their traditional placement in `/bin`.

```
{ cat, chgrp, chmod, chown, cp, date, dd, df, dmesg, echo, ed, false, kill, ln, login, ls, mkdir, mknod,
  more, mount, mv, ps, pwd, rm, rmdir, sed, setserial, sh, stty, su, sync, true, umount, uname }
```

If `/bin/sh` is Bash, then `/bin/sh` should be a symbolic or hard link to `/bin/bash` since Bash behaves differently when called as `sh` or `bash`. `pdsh`, which may be the `/bin/sh` on install disks, should likewise be arranged with `/bin/sh` being a symlink to `/bin/ksh`. The use of a symbolic link in these cases allows users to easily see that `/bin/sh` is not a true Bourne shell.

The de-facto standard location of the C-shell is `/bin/csh`. A C-shell or equivalent (such as `tcsh`), if available on the system, should be located at `/bin/csh`. `/bin/csh` may be a symbolic link to `/bin/tcsh` or `/usr/bin/tcsh`.

*Note: The `[` and `test` commands are built into most commonly used Bourne shell (`/bin/sh`) replacements. These two commands do not have to be placed in `/bin`; they may be placed in `/usr/bin`. They must be included as separate binaries with any UNIX or UNIX-like system attempting to comply with the POSIX.2 standard.*

- Restoration commands:

These commands have been added to make restoration of a system possible (provided that `/` is intact).

```
{ tar, gzip, gunzip (link to gzip), zcat link to gzip }
```

If system backups are made using programs other than `gzip` and `tar`, then the root partition should contain the minimal necessary restoration components. For instance, many systems should include `cpio` as it is the next most commonly used backup utility after `tar`.

Conversely, if no restoration from the root partition is ever expected, then these binaries may be omitted (e.g., a ROM chip root, mounting `/usr` through NFS). If restoration of a system is planned through the network, then `ftp` or `tftp` (along with everything necessary to get an `ftp` connection) should be available on the root partition.

Non-vital restoration commands may appear in either `/bin` or `/usr/bin` on different systems.

- Networking commands:

These are the only necessary networking binaries that both root and users will want or need to execute other than the ones in `/usr/bin` or `/usr/local/bin`.

```
{ domainname, hostname, netstat, ping }
```

### 35.3.3 `/boot`: Static files of the boot loader

This directory contains everything required for the boot process except configuration files and the map installer. Thus `/boot` stores data that is used before the kernel begins executing user-mode programs. This may include saved master boot sectors, sector map files, and other data that is not directly edited by hand. Programs necessary to arrange for the boot loader to be able to boot a file should be placed in `/sbin`. Configuration files for boot loaders should be placed in `/etc`.

The operating system kernel should be located in either `/` or `/boot`.

*Note: On some i386 machines, it may be necessary for `/boot` to be located on a separate partition located completely below cylinder 1024 of the boot device due to hardware constraints.*

*Certain MIPS systems require a `/boot` partition that is a mounted MS-DOS filesystem or whatever other filesystem type is accessible for the firmware. This may result in restrictions with respect to usable filenames for `/boot` (only for affected systems).*

### 35.3.4 /dev : Device files

The /dev directory is the location of special or device files.

If it is possible that devices in /dev will need to be manually created, /dev shall contain a command named MAKEDEV, which can create devices as needed. It may also contain a MAKEDEV.local for any local devices.

If required, MAKEDEV should have provisions for creating any device that may be found on the system, not just those that a particular implementation installs.

### 35.3.5 /etc : Host-specific system configuration

/etc contains configuration files and directories that are specific to the current system.

No binaries should be located under /etc.

**/etc** Host-specific system configuration

.../x11 Configuration for the X Window System

.../opt Configuration for /opt

The following section is intended partly to illuminate the description of the contents of /etc with a number of examples; it is definitely not an exhaustive list.

### 35.3.6 Required files for /etc:

- General files:

```
{ adjtime, csh.login, disktab, fdprm, fstab, gettydefs, group, inittab, confissue, ld.so.conf,
  lilo.conf, motd, mtab, mtools, passwd, profile, securetty, shells, syslog.conf, ttytype }
```

- Networking files:

```
{ exports, ftpusers, gateways, host.conf, hosts, hosts.allow, hosts.deny, hosts.equiv, hosts.lpd,
  inetd.conf, networks, printcap, protocols, resolv.conf, rpc, services }
```

*Notes:*

*The setup of command scripts invoked at boot time may resemble System V or BSD models. Further specification in this area may be added to a future version of this standard.*

*Systems that use the shadow password suite will have additional configuration files in /etc (/etc/shadow and others) and programs in /usr/sbin (useradd, usermod, and others).*

### /etc/x11 : Configuration for the X Window System

/etc/X11 is the recommended location for all X11 host-specific configuration. This directory is necessary to allow local control if /usr is mounted read only. Files that should be in this directory include Xconfig (and/or XF86Config) and Xmodmap.

Subdirectories of /etc/X11 may include those for xdm and for any other programs (some window managers, for example) that need them. We recommend that window managers with only one configuration file which is a default \*.wmrc file should name it system.wmrc (unless there is a widely-accepted alternative name) and not use a subdirectory. Any window manager subdirectories should be identically named to the actual window manager binary.

/etc/X11/xdm holds the configuration files for xdm. These are most of the files normally found in /usr/lib/X11/xdm. Some local variable data for xdm is stored in /var/lib/xdm.

**/etc/opt : Configuration files for /opt**

Host-specific configuration files for add-on application software packages shall be installed within the directory `/etc/opt/<package>`, where `<package>` is the name of the subtree in `/opt` where the static data from that package is stored. No structure is imposed on the internal arrangement of `/etc/opt/<package>`.

If a configuration file must reside in a different location in order for the package or system to function properly, it may be placed in a location other than `/etc/opt/<package>`.

**BEGIN RATIONALE**

Refer to the rationale for `/opt`.

**END RATIONALE****35.3.7 /home : User home directories (optional)**

`/home` is a fairly standard concept, but it is clearly a site-specific filesystem. The setup will differ from host to host. This section describes only a suggested placement for user home directories; nevertheless we recommend that all FHS-compliant distributions use this as the default location for home directories.

On small systems, each user's directory is typically one of the many subdirectories of `/home` such as `/home/smith`, `/home/torvalds`, `/home/operator`, etc.

On large systems (especially when the `/home` directories are shared amongst many hosts using NFS) it is useful to subdivide user home directories. Subdivision may be accomplished by using subdirectories such as `/home/staff`, `/home/guests`, `/home/students`, etc.

Different people prefer to place user accounts in a variety of places. Therefore, no program should rely on this location. If you want to find out a user's home directory, you should use the `getpwnent(3)` library function rather than relying on `/etc/passwd` because user information may be stored remotely using systems such as NIS.

**35.3.8 /lib : Essential shared libraries and kernel modules**

The `/lib` directory contains those shared library images needed to boot the system and run the commands in the root filesystem.

**/lib** essential shared libraries and kernel modules

.../**modules** Loadable kernel modules

This includes `/lib/libc.so.*`, `/lib/libm.so.*`, the shared dynamic linker `/lib/ld.so`, and other shared libraries required by binaries in `/bin` and `/sbin`.

Shared libraries that are only necessary for binaries in `/usr` (such as any X Window binaries) do not belong in `/lib`. Only the shared libraries required to run binaries in `/bin` and `/sbin` should be here. The library `libm.so.*` may also be placed in `/usr/lib` if it is not required by anything in `/bin` or `/sbin`.

For compatibility reasons, `/lib/cpp` needs to exist as a reference to the C preprocessor installed on the system. The usual placement of this binary is `/usr/lib/gcc-lib/<target>/<version>/cpp`. `/lib/cpp` can either point at this binary, or at any other reference to this binary which exists in the filesystem. (For example, `/usr/bin/cpp` is also often used.)

The specification for `/lib/modules` is forthcoming.

**35.3.9 /mnt : Mount point for temporarily mounted filesystems**

This directory is provided so that the system administrator may temporarily mount filesystems as needed. The content of this directory is a local issue and should not affect the manner in which any program is run.

We recommend against the use of this directory by installation programs, and suggest that a suitable temporary directory not in use by the system should be used instead.

### 35.3.10 /opt : Add-on application software packages

/opt Add-on application software packages

... /<package> Static package objects

/opt is reserved for the installation of add-on application software packages.

A package to be installed in /opt shall locate its static files in a separate /opt/<package> directory tree, where <package> is a name that describes the software package.

Programs to be invoked by users shall be located in the directory /opt/<package>/bin. If the package includes UNIX manual pages, they shall be located in /opt/<package>/man and the same substructure as /usr/share/man shall be used.

The directories /opt/bin, /opt/doc, /opt/include, /opt/info, /opt/lib, and /opt/man are reserved for local system administrator use. Packages may provide “front-end” files intended to be placed in (by linking or copying) these reserved directories by the local system administrator, but shall function normally in the absence of these reserved directories.

Package files that are variable (change in normal operation) should be installed in /var/opt. See the section on /var/opt for more information.

Host-specific configuration files should be installed in /etc/opt. See the section on /etc for more information.

No other package files should exist outside the /opt, /var/opt, and /etc/opt hierarchies except for those package files that must reside in specific locations within the filesystem tree in order to function properly. For example, device lock files must be placed in /var/lock and devices must be located in /dev.

Distributions may install software in /opt, but should not modify or delete software installed by the local system administrator without the assent of the local system administrator.

#### BEGIN RATIONALE

The use of /opt for add-on software is a well-established practice in the UNIX community. The System V Application Binary Interface [AT&T 1990], based on the System V Interface Definition (Third Edition), provides for an /opt structure very similar to the one defined here.

The Intel Binary Compatibility Standard v. 2 (iBCS2) also provides a similar structure for /opt.

Generally, all data required to support a package on a system should be present within /opt/<package>, including files intended to be copied into /etc/opt/<package> and /var/opt/<package> as well as reserved directories in /opt.

The minor restrictions on distributions using /opt are necessary because conflicts are possible between distribution-installed and locally-installed software, especially in the case of fixed pathnames found in some binary software.

#### END RATIONALE

### 35.3.11 /root : Home directory for the root user (optional)

/ is traditionally the home directory of the root account on UNIX systems. /root is used on many Linux systems and on some UNIX systems (in order to reduce clutter in the / directory). The root account’s home directory may be determined by developer or local preference. Obvious possibilities include /, /root, and /home/root.

If the home directory of the root account is not stored on the root partition it will be necessary to make certain it will default to / if it can not be located.

*Note: we recommend against using the root account for mundane things such as mail and news, and that it be used solely for system administration. For this reason, we recommend that subdirectories such as Mail and News not appear in the root account’s home directory, and that mail for administration roles such as root, postmaster and webmaster be forwarded to an appropriate user.*

### 35.3.12 /sbin : System binaries (binaries once kept in /etc)

Utilities used for system administration (and other root-only commands) are stored in /sbin, /usr/sbin, and /usr/local/sbin. /sbin typically contains binaries essential for booting the system in addition to the binaries in /bin. Anything executed after /usr is known to be mounted (when there are no problems) should be placed into /usr/sbin. Local-only system administration binaries should be placed into /usr/local/sbin.



Deciding what things go into "sbin" directories is simple: If a normal (not a system administrator) user will ever run it directly, then it should be placed in one of the "bin" directories. Ordinary users should not have to place any of the sbin directories in their path.

*Note: For example, files such as `chfn` which users only occasionally use should still be placed in `/usr/bin`. `ping`, although it is absolutely necessary for root (network recovery and diagnosis) is often used by users and should live in `/bin` for that reason.*

We recommend that users have read and execute permission for everything in `/sbin` except, perhaps, certain `setuid` and `setgid` programs. The division between `/bin` and `/sbin` was not created for security reasons or to prevent users from seeing the operating system, but to provide a good partition between binaries that everyone uses and ones that are primarily used for administration tasks. There is no inherent security advantage in making `/sbin` off-limits for users.

### 35.3.13 Required files for /sbin:

- General commands:  
`{ hwclock, getty, init, update, mkswap, swapon, swapoff }`
- Shutdown commands:  
`{ fastboot, fasthalt, halt, reboot, shutdown }`  
 (Or any combination of the above, so long as shutdown is included.)
- Filesystem management commands:  
`{ fdisk, fsck, fsck.*, mkfs, mkfs.* }`  
`*` = one or more of `ext`, `ext2`, `minix`, `msdos`, `xia` and perhaps others
- Networking commands:  
`{ ifconfig, route }`

### 35.3.14 /tmp : Temporary files

The `/tmp` directory shall be made available for programs that require temporary files.

Although data stored in `/tmp` may be deleted in a site-specific manner, it is recommended that files and directories located in `/tmp` be deleted whenever the system is booted.

Programs shall not assume that any files or directories in `/tmp` are preserved between invocations of the program.

#### BEGIN RATIONALE

IEEE standard P1003.2 (POSIX, part 2) makes requirements that are similar to the above section.

FHS added the recommendation that `/tmp` be cleaned at boot time on the basis of historical precedent and common practice, but did not make it a requirement because system administration is not within the scope of this standard.

#### END RATIONALE

## 35.4 The /usr Hierarchy

`/usr` is the second major section of the filesystem. `/usr` is shareable, read-only data. That means that `/usr` should be shareable between various hosts running FHS-compliant and should not be written to. Any information that is host-specific or varies with time is stored elsewhere.

No large software packages should use a direct subdirectory under the `/usr` hierarchy. An exception is made for the X Window System because of considerable precedent and widely-accepted practice. This section of the standard specifies the location for most such packages.

#### `/usr` Secondary Hierarchy

.../X11R6 X Window System, version 11 release 6



- .../**bin** Most user commands
- .../**games** Games and educational binaries
- .../**include** Header files included by C programs
- .../**lib** Libraries
- .../**local** Local hierarchy (empty after main installation)
- .../**sbin** Non-vital system binaries
- .../**share** Architecture-independent data
- .../**src** Source code

The following symbolic links to directories may be present. This possibility is based on the need to preserve compatibility with older systems until all implementations can be assumed to use the /var hierarchy.

```
/usr/spool -> /var/spool
/usr/tmp -> /var/tmp
/usr/spool/locks -> /var/lock
```

Once a system no longer requires any one of the above symbolic links, the link may be removed, if desired.

### 35.4.1 /usr/X11R6 : X Window System, Version 11 Release 6

This hierarchy is reserved for the X Window System, version 11 release 6, and related files.

To simplify matters and make XFree86 more compatible with the X Window System on other systems, the following symbolic links should be present:

```
/usr/bin/X11 -> /usr/X11R6/bin
/usr/lib/X11 -> /usr/X11R6/lib/X11
/usr/include/X11 -> /usr/X11R6/include/X11
```

In general, software should not be installed or managed via the above symbolic links. They are intended for utilization by users only. The difficulty is related to the release version of the X Window System — in transitional periods, it is impossible to know what release of X11 is in use.

Host-specific data in /usr/X11R6/lib/X11 should be interpreted as a demonstration file. Applications requiring information about the current host (from files such as Xconfig, XF86Config, or system.twmrc) must reference a configuration file in /etc/X11, which may be linked to a file in /usr/X11R6/lib.

### 35.4.2 /usr/bin : Most user commands

This is the primary directory of executable commands on the system.

**/usr/bin** Binaries that are not needed in single-user mode

- .../**mh** Commands for the MH mail handling system
- .../**X11** Symlink to /usr/X11R6/bin

Because shell script interpreters (invoked with `#!<path>` on the first line of a shell script) cannot rely on a path, it is advantageous to standardize their locations. The Bourne shell and C-shell interpreters are already fixed in /bin, but Perl, Python, and Tcl are often found in many different places. /usr/bin/perl, /usr/bin/python, and /usr/bin/tcl should reference the perl, python, and tcl shell interpreters, respectively. They may be symlinks to the physical location of the shell interpreters.

### 35.4.3 /usr/include : Directory for standard include files.

This is where all of the system's general-use include files for the C and C++ programming languages should be placed.

**/usr/include** Include files

- .../**x11** Symlink to /usr/X11R6/include/X11
- .../**bsd** BSD compatibility include files (if required)
- .../**g++** GNU C++ include files

### 35.4.4 /usr/lib : Libraries for programming and packages

/usr/lib includes object files, libraries, and internal binaries that are not intended to be executed directly by users or shell scripts.

Applications may use a single subdirectory under /usr/lib. If an application uses a subdirectory, all architecture-dependent data exclusively used by the application should be placed within that subdirectory. For example, the perl5 subdirectory for Perl 5 modules and libraries.

Miscellaneous architecture-independent application-specific static files and subdirectories should be placed in /usr/share.

Some executable commands such as makewhatis and sendmail have also been traditionally placed in /usr/lib. makewhatis is an internal binary and should be placed in a binary directory; users access only catman. Newer sendmail binaries are now placed by default in /usr/sbin; a symbolic link should remain from /usr/lib. Additionally, systems using a sendmail-compatible mail transport agent should provide /usr/sbin/sendmail as a symbolic link to the appropriate executable.

A symbolic link /usr/lib/X11 pointing to the lib/X11 directory of the default X distribution is required if X is installed.

*Note: No host-specific data for the X Window System should be stored in /usr/lib/X11. Host-specific configuration files such as Xconfig or XF86Config should be stored in /etc/X11. This should include configuration data such as system.twmrc even if it is only made a symbolic link to a more global configuration file (probably in /usr/X11R6/lib/X11).*

### 35.4.5 /usr/local : Local hierarchy

The /usr/local hierarchy is for use by the system administrator when installing software locally. It needs to be safe from being overwritten when the system software is updated. It may be used for programs and data that are shareable amongst a group of hosts, but not found in /usr.

**/usr/local** Local hierarchy

- .../**bin** Local binaries
- .../**games** Local game binaries
- .../**include** Local C header files
- .../**lib** Local libraries
- .../**sbin** Local system binaries
- .../**share** Local architecture-independent hierarchy
- .../**src** Local source code

This directory should always be empty after first installing a FHS-compliant system. No exceptions to this rule should be made other than the listed directory stubs.

Locally installed software should be placed within /usr/local rather than /usr unless it is being installed to replace or upgrade software in /usr.

Note that software placed in / or /usr may be overwritten by system upgrades (though we recommend that distributions do not overwrite data in /etc under these circumstances). For this reason, local software should not be placed outside of /usr/local without good reason.

### 35.4.6 /usr/sbin: Non-essential standard system binaries

This directory contains any non-essential binaries used exclusively by the system administrator. System administration programs that are required for system repair, system recovery, mounting `/usr`, or other essential functions should be placed in `/sbin` instead.

Typically, `/usr/sbin` contains networking daemons, any non-essential administration tools, and binaries for non-critical server programs.

These server programs are used when entering the System V states known as “run level 2” (multi-user state) and “run level 3” (networked state) or the BSD state known as “multi-user mode”. At this point the system is making services available to users (e.g., printer support) and to other hosts (e.g., NFS exports).

Locally installed system administration programs should be placed in `/usr/local/sbin`.

### 35.4.7 /usr/share: Architecture-independent data

**/usr/share** Architecture-independent data

- .../**dict** Word lists
- .../**doc** Miscellaneous documentation
- .../**games** Static data files for `/usr/games`
- .../**info** GNU Info system’s primary directory
- .../**locale** Locale information
- .../**man** Online manuals
- .../**nls** Native language support
- .../**misc** Miscellaneous architecture-independent data
- .../**terminfo** Directories for terminfo database
- .../**tmac** troff macros not distributed with groff
- .../**zoneinfo** Timezone information and configuration

The `/usr/share` hierarchy is for all read-only architecture independent data files. Much of this data originally lived in `/usr` (`man`, `doc`) or `/usr/lib` (`dict`, `terminfo`, `zoneinfo`). This hierarchy is intended to be shareable among all architecture platforms of a given OS; thus, for example, a site with i386, Alpha, and PPC platforms might maintain a single `/usr/share` directory that is centrally-mounted. Note, however, that `/usr/share` is generally not intended to be shared by different OSes or by different releases of the same OS.

Any program or package which contains or requires data that doesn’t need to be modified should store that data in `/usr/share` (or `/usr/local/share`, if installed locally). It is recommended that a subdirectory be used in `/usr/share` for this purpose.

Note that Linux currently uses DBM-format database files. While these are not architecture-independent, they are allowed in `/usr/share` in anticipation of a switch to the architecture-independent DB 2.0 format.

Game data stored in `/usr/share/games` should be purely static data. Any modifiable files, such as score files, game play logs, and so forth, should be placed in `/var/games`.

It is recommended that application-specific, architecture-independent directories be placed here. Such directories include `groff`, `perl`, `ghostscript`, `texmf`, and `kbd` (Linux) or `syscons` (BSD). They may, however, be placed in `/usr/lib` for backwards compatibility, at the distributor’s discretion. Similarly, a `/usr/lib/games` hierarchy may be used in addition to the `/usr/share/games` hierarchy if the distributor wishes to place some game data there.

**/usr/share/dict: Word lists**

### 35.4.8 Recommended files for /usr/share/dict:

```
{ words }
```

Traditionally this directory contains only the English words file, which is used by `look(1)` and various spelling programs. words may use either American or British spelling. Sites that require both may link words to `/usr/share/dict/american-english` or `/usr/share/dict/british-english`.

Word lists for other languages may be added using the English name for that language, e.g., `/usr/share/dict/french`, `/usr/share/dict/danish`, etc. These should, if possible, use an ISO 8859 character set which is appropriate for the language in question; if possible the Latin1 (ISO 8859-1) character set should be used (this is often not possible).

Other word lists, such as the web2 "dictionary" should be included here, if present.

#### BEGIN RATIONALE

The reason that only word lists are located here is that they are the only files common to all spell checkers.

#### END RATIONALE

### **/usr/share/man : Manual pages**

This section details the organization for manual pages throughout the system, including `/usr/share/man`. Also refer to the section on `/var/cache/man`.

Manual pages are stored in `<mandir>/<locale>/man<section>/<arch>`. An explanation of `<mandir>`, `<locale>`, `<section>`, and `<arch>` is given below.

`<mandir>/<locale>` A manual page hierarchy

- .../**man1** User programs
- .../**man2** System calls
- .../**man3** Library calls
- .../**man4** Special files
- .../**man5** File formats
- .../**man6** Games
- .../**man7** Miscellaneous
- .../**man8** System administration

The primary `<mandir>` of the system is `/usr/share/man`. `/usr/share/man` contains manual information for commands and data under the `/` and `/usr` filesystems. Obviously, there are no manual pages in `/` because they are not required at boot time nor are they required in emergencies.

The component `<section>` describes the manual section.

Provisions must be made in the structure of `/usr/share/man` to support manual pages which are written in different (or multiple) languages. These provisions must take into account the storage and reference of these manual pages. Relevant factors include language (including geographical-based differences), and character code set.

This naming of language subdirectories of `/usr/share/man` is based on Appendix E of the POSIX 1003.1 standard which describes the locale identification string — the most well-accepted method to describe a cultural environment. The `<locale>` string is:

```
<language>[.<territory>][.<character-set>][,<version>]
```

The `<language>` field shall be taken from ISO 639 (a code for the representation of names of languages). It shall be two characters wide and specified with lowercase letters only.

The `<territory>` field shall be the two-letter code of ISO 3166 (a specification of representations of countries), if possible. (Most people are familiar with the two-letter codes used for the country codes in email addresses.) It shall be two characters wide and specified with uppercase letters only. ↘ A major exception to this rule is the United Kingdom, which is 'GB' in the ISO 3166, but 'UK' for most email addresses. ↙

The `<character-set>` field should represent the standard describing the character set. If the `<character-set>` field is just a numeric specification, the number represents the number of the international standard describing the character set. It is recommended that this be a numeric representation if possible (ISO standards, especially), not include additional punctuation symbols, and that any letters be in lowercase.

A parameter specifying a <version> of the profile may be placed after the <character-set> field, delimited by a comma. This may be used to discriminate between different cultural needs; for instance, dictionary order versus a more systems-oriented collating order. This standard recommends not using the <version> field, unless it is necessary.

Systems which use a unique language and code set for all manual pages may omit the <locale> substring and store all manual pages in <mandir>. For example, systems which only have English manual pages coded with ASCII, may store manual pages (the man<section> directories) directly in /usr/share/man. (That is the traditional circumstance and arrangement, in fact.)

Countries for which there is a well-accepted standard character code set may omit the <character-set> field, but it is strongly recommended that it be included, especially for countries with several competing standards.

Various examples:

Language	Territory	Character Set	Directory
English	—	ASCII	/usr/share/man/en
English	United Kingdom	ASCII	/usr/share/man/en_GB
English	United States	ASCII	/usr/share/man/en_US
French	Canada	ISO 8859-1	/usr/share/man/fr_CA
French	France	ISO 8859-1	/usr/share/man/fr_FR
German	Germany	ISO 646	/usr/share/man/de_DE.646
German	Germany	ISO 6937	/usr/share/man/de_DE.6937
German	Germany	ISO 8859-1	/usr/share/man/de_DE.88591
German	Switzerland	ISO 646	/usr/share/man/de_CH.646
Japanese	Japan	JIS	/usr/share/man/ja_JP.jis
Japanese	Japan	SJIS	/usr/share/man/ja_JP.sjis
Japanese	Japan	UJIS (or EUC-J)	/usr/share/man/ja_JP.ujis

Similarly, provision must be made for manual pages which are architecture-dependent, such as documentation on device-drivers or low-level system administration commands. These should be placed under an <arch> directory in the appropriate man<section> directory; for example, a man page for the i386 ctrlaltdel(8) command might be placed in /usr/share/man/<locale>/man8/i386/ctrlaltdel.8.

Manual pages for commands and data under /usr/local are stored in /usr/local/man. Manual pages for X11R6 are stored in /usr/X11R6/man. It follows that all manual page hierarchies in the system should have the same structure as /usr/share/man. Empty directories may be omitted from a manual page hierarchy. For example, if /usr/local/man has no manual pages in section 4 (Devices), then /usr/local/man/man4 may be omitted.

The cat page sections (cat<section>) containing formatted manual page entries are also found within subdirectories of <mandir>/<locale>, but are not required nor should they be distributed in lieu of nroff source manual pages.

The numbered sections "1" through "8" are traditionally defined. In general, the file name for manual pages located within a particular section end with .<section>.

In addition, some large sets of application-specific manual pages have an additional suffix appended to the manual page filename. For example, the MH mail handling system manual pages should have mh appended to all MH manuals. All X Window System manual pages should have an x appended to the filename.

The practice of placing various language manual pages in appropriate subdirectories of /usr/share/man also applies to the other manual page hierarchies, such as /usr/local/man and /usr/X11R6/man. (This portion of the standard also applies later in the section on the optional /var/cache/man structure.)

A description of each section follows:

- man1: User programs  
Manual pages that describe publicly accessible commands are contained in this chapter. Most program documentation that a user will need to use is located here.
- man2: System calls  
This section describes all of the system calls (requests for the kernel to perform operations).
- man3: Library functions and subroutines  
Section 3 describes program library routines that are not direct calls to kernel services. This and chapter 2 are only really of interest to programmers.

- **man4: Special files**  
Section 4 describes the special files, related driver functions, and networking support available in the system. Typically, this includes the device files found in /dev and the kernel interface to networking protocol support.
- **man5: File formats**  
The formats for many nonintuitive data files are documented in the section 5. This includes various include files, program output files, and system files.
- **man6: Games**  
This chapter documents games, demos, and generally trivial programs. Different people have various notions about how essential this is.
- **man7: Miscellaneous**  
Manual pages that are difficult to classify are designated as being section 7. The troff and other text processing macro packages are found here.
- **man8: System administration**  
Programs used by system administrators for system operation and maintenance are documented here. Some of these programs are also occasionally useful for normal users.

### **/usr/share/misc : Miscellaneous architecture-independent data**

This directory contains miscellaneous architecture-independent files which don't require a separate subdirectory under /usr/share. It is a required directory under /usr/share.

The following files, if present, should be located under /usr/share/misc:

```
{ ascii,magic,termcap,termcap.db }
```

Other (application-specific) files may appear here, but a distributor may place them in /usr/lib at their discretion. Some such files include:

```
{ airport, birthtoken, eqnchar, getopt, gprof.callg, gprof.flat, inter.phone, ipfw.samp.filters,
  ipfw.samp.scripts, keycap.pcv, mail.help, mail.tildehelp, man.template, map3270, mdoc.template,
  more.help, na.phone, nslookup.help, operator, scsi.modes, sendmail.hf, style, units.lib, vgrindefs,
  vgrindefs.db, zipcodes }
```

### **35.4.9 /usr/src : Source code**

Any non-local source code should be placed in this subdirectory.

## **35.5 The /var Hierarchy**

**/var** Variable data

- .../**account** Process accounting logs (if supported)
- .../**cache** Application cache data
- .../**crash** System crash dumps (if supported)
- .../**games** Variable game data
- .../**lib** Variable state information
- .../**lock** Lock files
- .../**log** Log files and directories
- .../**mail** User mailbox files
- .../**opt** Variable data for /opt
- .../**run** Data relevant to running processes

- .../**spool** Application spool data
- .../**tmp** Temporary files preserved between system reboots
- .../**yp** Network Information Service (NIS) database files

/var contains variable data files. This includes spool directories and files, administrative and logging data, and transient and temporary files.

Some portions of /var are not shareable between different systems. For instance, /var/log, /var/lock, and /var/run. Other portions may be shared, notably /var/mail, /var/cache/man, /var/cache/fonts, and /var/spool/news.

/var is specified here in order to make it possible to mount /usr read-only. Everything that once went into /usr that is written to during system operation (as opposed to installation and software maintenance) must be in /var.

If /var cannot be made a separate partition, it is often preferable to move /var out of the root partition and into the /usr partition. (This is sometimes done to reduce the size of the root partition or when space runs low in the root partition.) However, /var should not be linked to /usr because this makes separation of /usr and /var more difficult and is likely to create a naming conflict. Instead, link /var to /usr/var.

Applications should generally not add directories to the top level of /var. Such directories should only be added if they have some system-wide implication, and in consultation with the FHS mailing list.

The cache, lock, log, run, spool, lib, and tmp directories must be included and used in all distributions; the account, crash, games, mail, and yp directories must be included and used if the corresponding applications or features are provided in the distribution.

Several directories are 'reserved' in the sense that they should not be used arbitrarily by some new application, since they would conflict with historical and/or local practice. They are:

```
/var/backups
/var/cron
/var/lib
/var/local
/var/messages
/var/preserve
```

### 35.5.1 /var/account : Process accounting logs (if supported)

This directory holds the current active process accounting log and the composite process usage data (as used in some UNIX-like systems by lastcomm and sa).

### 35.5.2 /var/cache : Application cache data

**/var/cache** Cache directories

- .../**fonts** Locally-generated fonts
- .../**man** Locally-formatted manual pages
- .../**www** WWW proxy or cache data
- .../**<package>** Package specific cache data

/var/cache is intended for cached data from applications. Such data is locally generated as a result of time-consuming I/O or calculation. The application must be able to regenerate or restore the data. Unlike /var/spool, the cached files can be deleted without data loss. The data should remain valid between invocations of the application and rebooting the system.

Files located under /var/cache may be expired in an application specific manner, by the system administrator, or both. The application should always be able to recover from manual deletion of these files (generally because of a disk space shortage). No other requirements are made on the data format of the cache directories.



**BEGIN RATIONALE**

The existence of a separate directory for cached data allows system administrators to set different disk and backup policies from other directories in /var.

**END RATIONALE****/var/cache/fonts : Locally-generated fonts**

The directory /var/cache/fonts should be used to store any dynamically-created fonts. In particular, all of the fonts which are automatically generated by mktexpk should be located in appropriately-named subdirectories of /var/cache/fonts.

*Note: this standard does not currently incorporate the T<sub>E</sub>X Directory Structure (a document that describes the layout T<sub>E</sub>X files and directories), but it may be useful reading. It is located at <ftp://ctan.tug.org/tex/>.*

Other dynamically created fonts may also be placed in this tree, under appropriately-named subdirectories of /var/cache/fonts.

**/var/cache/man : Locally-formatted manual pages (optional)**

This directory provides a standard location for sites that provide a read-only /usr partition, but wish to allow caching of locally-formatted man pages. Sites that mount /usr as writable (e.g., single-user installations) may choose not to use /var/cache/man and may write formatted man pages into the cat<section> directories in /usr/share/man directly. We recommend that most sites use one of the following options instead:

- Preformat all manual pages alongside the unformatted versions.
- Allow no caching of formatted man pages, and require formatting to be done each time a man page is brought up.
- Allow local caching of formatted man pages in /var/cache/man.

The structure of /var/cache/man needs to reflect both the fact of multiple man page hierarchies and the possibility of multiple language support.

Given an unformatted manual page that normally appears in <path>/man/<locale>/man<section>, the directory to place formatted man pages in is /var/cache/man/<catpath>/<locale>/cat<section>, where <catpath> is derived from <path> by removing any leading usr and/or trailing share pathname components. (Note that the <locale> component may be missing.)

For example, /usr/share/man/man1/ls.1 is formatted into /var/cache/man/cat1/ls.1, and /usr/X11R6/man/<locale>/man3/XtClass.3x into /var/cache/man/X11R6/<locale>/cat3/XtClass.3x.

Man pages written to /var/cache/man may eventually be transferred to the appropriate preformatted directories in the source man hierarchy or expired; likewise formatted man pages in the source man hierarchy may be expired if they are not accessed for a period of time.

If preformatted manual pages come with a system on read-only media (a CD-ROM, for instance), they shall be installed in the source man hierarchy (e.g. /usr/share/man/cat<section>). /var/cache/man is reserved as a writable cache for formatted manual pages.

**BEGIN RATIONALE**

Release 1.2 of the standard specified /var/catman for this hierarchy. The path has been moved under /var/cache to better reflect the dynamic nature of the formatted man pages. The directory name has been changed to man to allow for enhancing the hierarchy to include post-processed formats other than "cat", such as PostScript, HTML, or DVI.

**END RATIONALE****35.5.3 /var/crash : System crash dumps (if supported)**

This directory holds system crash dumps. As of the date of this release of the standard, system crash dumps were not supported under Linux.



### 35.5.4 /var/games : Variable game data

Any variable data relating to games in /usr should be placed here. /var/games should hold the variable data previously found in /usr; static data, such as help text, level descriptions, and so on, should remain elsewhere, such as /usr/share/games.

#### BEGIN RATIONALE

/var/games has been given a hierarchy of its own, rather than leaving it merged in with the old /var/lib as in release 1.2. The separation allows local control of backup strategies, permissions, and disk usage, as well as allowing inter-host sharing and reducing clutter in /var/lib. Additionally, /var/games is the path traditionally used by BSD.

#### END RATIONALE

### 35.5.5 /var/lib : Variable state information

**/var/lib** Variable state information

- .../**<editor>** Editor backup files and state
- .../**misc** Miscellaneous state data
- .../**xdm** X display manager variable data
- .../**<pkgtool>** Packaging support files
- .../**<package>** State data for packages and subsystems

This hierarchy holds state information pertaining to an application or the system. State information is data that programs modify while they run, and that pertains to one specific host. Users should never need to modify files in /var/lib to configure a package's operation.

State information is generally used to preserve the condition of an application (or a group of inter-related applications) between invocations and between different instances of the same application. State information should generally remain valid after a reboot, should not be logging output, and should not be spooled data.

An application (or a group of inter-related applications) should use a subdirectory of /var/lib for its data. There is one required subdirectory, /var/lib/misc, which is intended for state files that don't need a subdirectory; the other subdirectories should only be present if the application in question is included in the distribution.

/var/lib/<name> is the location that should be used for all distribution packaging support. Different distributions may use different names, of course.

An important difference between this version of this standard and previous ones is that applications are now required to use a subdirectory of /var/lib.

#### **/var/lib/<editor> : Editor backup files and state**

These directories contain saved files generated by any unexpected termination of an editor (e.g., elvis, jove, nvi).

Other editors may not require a directory for crash-recovery files, but may require a well-defined place to store other information while the editor is running. This information should be stored in a subdirectory under /var/lib (for example, GNU Emacs would place lock files in /var/lib/emacs/lock).

Future editors may require additional state information beyond crash-recovery files and lock files — this information should also be placed under /var/lib/<editor>.

#### BEGIN RATIONALE

Previous Linux releases, as well as all commercial vendors, use /var/preserve for vi or its clones. However, each editor uses its own format for these crash-recovery files, so a separate directory is needed for each editor.

Editor-specific lock files are usually quite different from the device or resource lock files that are stored in /var/lock and, hence, are stored under /var/lib.

#### END RATIONALE

**/var/lib/misc : Miscellaneous variable data**

This directory contains variable data not placed in a subdirectory in `/var/lib`. An attempt should be made to use relatively unique names in this directory to avoid namespace conflicts.

Note that this hierarchy should contain files stored in `/var/db` in current BSD releases. These include `locate.database` and `mountdtab`, and the kernel symbol database(s).

**35.5.6 /var/lock : Lock files**

Lock files should be stored within the `/var/lock` directory structure.

Device lock files, such as the serial device lock files that were originally found in either `/usr/spool/locks` or `/usr/spool/uucp`, must now be stored in `/var/lock`. The naming convention which must be used is

`LCK..` followed by the base name of the device file. For example, to lock `/dev/cua0` the file `LCK..cua0` would be created.

The format used for device lock files must be the HDB UUCP lock file format. The HDB format is to store the process identifier (PID) as a ten byte ASCII decimal number, with a trailing newline. For example, if process 1230 holds a lock file, it would contain the eleven characters: space, space, space, space, space, space, one, two, three, zero, and newline.

Then, anything wishing to use `/dev/cua0` can read the lock file and act accordingly (all locks in `/var/lock` should be world-readable).

**35.5.7 /var/log : Log files and directories**

This directory contains miscellaneous log files. Most logs should be written to this directory or an appropriate subdirectory.

<code>lastlog</code>	record of last login of each user
<code>messages</code>	system messages from <code>syslogd</code>
<code>wtmp</code>	record of all logins and logouts

**35.5.8 /var/mail : User mailbox files**

The mail spool must be accessible through `/var/mail` and the mail spool files must take the form `<username>.` `/var/mail` may be a symbolic link to another directory.

User mailbox files in this location should be stored in the standard UNIX mailbox format.

**BEGIN RATIONALE**

The logical location for this directory was changed from `/var/spool/mail` in order to bring FHS in-line with nearly every UNIX implementation. This change is important for inter-operability since a single `/var/mail` is often shared between multiple hosts and multiple UNIX implementations (despite NFS locking issues).

It is important to note that there is no requirement to physically move the mail spool to this location. However, programs and header files should be changed to use `/var/mail`.

**END RATIONALE****35.5.9 /var/opt : Variable data for /opt**

Variable data of the packages in `/opt` should be installed in `/var/opt/<package>`, where `<package>` is the name of the subtree in `/opt` where the static data from an add-on software package is stored, except where superseded by another file in `/etc`. No structure is imposed on the internal arrangement of `/var/opt/<package>`.

**BEGIN RATIONALE**

Refer to the rationale for `/opt`.

**END RATIONALE**

### 35.5.10 /var/run : Run-time variable data

This directory contains system information data describing the system since it was booted. Files under this directory should be cleared (removed or truncated as appropriate) at the beginning of the boot process. Programs may have a subdirectory of /var/run; this is encouraged for programs that use more than one run-time file.

*Note: programs that run as non-root users may be unable to create files under /var/run and therefore need a subdirectory owned by the appropriate user.*

Process identifier (PID) files, which were originally placed in /etc, should be placed in /var/run. The naming convention for PID files is <program-name>.pid. For example, the crond PID file is named /var/run/crond.pid.

The internal format of PID files remains unchanged. The file should consist of the process identifier in ASCII-encoded decimal, followed by a newline character. For example, if crond was process number 25, /var/run/crond.pid would contain three characters: two, five, and newline.

Programs that read PID files should be somewhat flexible in what they accept; i.e., they should ignore extra whitespace, leading zeroes, absence of the trailing newline, or additional lines in the PID file. Programs that create PID files should use the simple specification located in the above paragraph.

The utmp file, which stores information about who is currently using the system, is located in this directory.

Programs that maintain transient UNIX-domain sockets should place them in this directory.

### 35.5.11 /var/spool : Application spool data

**/var/spool** Spool directories

- .../lpd Printer spool directory
- .../mqueue Outgoing mail queue
- .../news News spool directory
- .../rwho Rwhod files
- .../uucp Spool directory for UUCP

/var/spool contains data which is awaiting some kind of later processing. Data in /var/spool represents work to be done in the future (by a program, user, or administrator); often data is deleted after it has been processed.

UUCP lock files must be placed in /var/lock. See the above section on /var/lock.

#### **/var/spool/lpd : Line-printer daemon print queues**

**/var/spool/lpd** Printer spool directory

- .../<printer> Spools for a specific printer (optional)

The lock file for lpd, lpd.lock, should be placed in /var/spool/lpd. It is suggested that the lock file for each printer be placed in the spool directory for that specific printer and named lock.

#### **/var/spool/rwho : Rwhod files**

This directory holds the rwhod information for other systems on the local net.

#### **BEGIN RATIONALE**

Some BSD releases use /var/rwho for this data; given its historical location in /var/spool on other systems and its approximate fit to the definition of ‘spooled’ data, this location was deemed more appropriate.

#### **END RATIONALE**

### 35.5.12 `/var/tmp` : Temporary files preserved between system reboots

The `/var/tmp` directory is made available for programs that require temporary files or directories that are preserved between system reboots. Therefore, data stored in `/var/tmp` is more persistent than data in `/tmp`.

Files and directories located in `/var/tmp` must not be deleted when the system is booted. Although data stored in `/var/tmp` is typically deleted in a site-specific manner, it is recommended that deletions occur at a less frequent interval than `/tmp`.

### 35.5.13 `/var/yp` : Network Information Service (NIS) database files

Variable data for the Network Information Service (NIS), formerly known as the Sun Yellow Pages (YP), shall be placed in this directory.

#### BEGIN RATIONALE

`/var/yp` is the standard directory for NIS (YP) data and is almost exclusively used in NIS documentation and systems.

NIS should not be confused with Sun NIS+, which uses a different directory, `/var/nis`.

#### END RATIONALE

## 35.6 Operating System Specific Annex

This section is for additional requirements and recommendations that only apply to a specific operating system. The material in this section should never conflict with the base standard.

### 35.6.1 Linux

This is the annex for the Linux operating system.

#### `/` : Root directory

On Linux systems, if the kernel is located in `/`, we recommend using the names `vmlinux` or `vmlinuz`, which have been used in recent Linux kernel source packages.

#### `/dev` : Devices and special files

All devices and special files in `/dev` should adhere to the *Linux Allocated Devices* document, which is available with the Linux kernel source. It is maintained by H. Peter Anvin <hpa@zytor.com>.

Symbolic links in `/dev` should not be distributed with Linux systems except as provided in the *Linux Allocated Devices* document.

#### BEGIN RATIONALE

The requirement not to make symlinks promiscuously is made because local setups will often differ from that on the distributor's development machine. Also, if a distribution install script configures the symbolic links at install time, these symlinks will often not get updated if local changes are made in hardware. When used responsibly at a local level, however, they can be put to good use.

#### END RATIONALE

#### `/proc` : Kernel and process information virtual filesystem

The `proc` filesystem is the de-facto standard Linux method for handling process and system information, rather than `/dev/kmem` and other similar methods. We strongly encourage this for the storage and retrieval of process information as well as other kernel and memory information.

**/sbin : Essential system binaries**

Linux systems place these additional files into /sbin.

- Second extended filesystem commands (optional):

```
{ badblocks, dumpe2fs, e2fsck, mke2fs, mklost+found, tune2fs }
```

- Boot-loader map installer:

```
{ lilo }
```

**35.6.2 Optional files for /sbin:**

- Static binaries:

```
{ ldconfig, sln, ssync }
```

Static `ln` (`sln`) and static `sync` (`ssync`) are useful when things go wrong. The primary use of `sln` (to repair incorrect symlinks in `/lib` after a poorly orchestrated upgrade) is no longer a major concern now that the `ldconfig` program (usually located in `/usr/sbin`) exists and can act as a guiding hand in upgrading the dynamic libraries. Static `sync` is useful in some emergency situations. Note that these need not be statically linked versions of the standard `ln` and `sync`, but may be.

The `ldconfig` binary is optional for `/sbin` since a site may choose to run `ldconfig` at boot time, rather than only when upgrading the shared libraries. (It's not clear whether or not it is advantageous to run `ldconfig` on each boot.) Even so, some people like `ldconfig` around for the following (all too common) situation:

1. I've just removed `/lib/<file>`.
2. I can't find out the name of the library because `ls` is dynamically linked, I'm using a shell that doesn't have `ls` built-in, and I don't know about using `"echo *"` as a replacement.
3. I have a static `sln`, but I don't know what to call the link.

- Miscellaneous:

```
{ ctrlaltdel, kbdrate }
```

So as to cope with the fact that some keyboards come up with such a high repeat rate as to be unusable, `kbdrate` may be installed in `/sbin` on some systems.

Since the default action in the kernel for the Ctrl-Alt-Del key combination is an instant hard reboot, it is generally advisable to disable the behavior before mounting the root filesystem in read-write mode. Some `init` suites are able to disable Ctrl-Alt-Del, but others may require the `ctrlaltdel` program, which may be installed in `/sbin` on those systems.

**/usr/include : Header files included by C programs**

These symbolic links are required if a C or C++ compiler is installed and only for systems not based on glibc.

```
/usr/include/asm -> /usr/src/linux/include/asm-<arch>
/usr/include/linux -> /usr/src/linux/include/linux
```

**/usr/src : Source code**

For systems based on glibc, there are no specific guidelines for this directory. For systems based on Linux libc revisions prior to glibc, the following guidelines and rationale apply:

The only source code that should be placed in a specific location is the Linux kernel source code. It is located in `/usr/src/linux`.

If a C or C++ compiler is installed, but the complete Linux kernel source code is not installed, then the include files from the kernel source code shall be located in these directories:

```
/usr/src/linux/include/asm-<arch>  
/usr/src/linux/include/linux
```

<arch> is the name of the system architecture.

*Note: /usr/src/linux may be a symbolic link to a kernel source code tree.*

#### **BEGIN RATIONALE**

It is important that the kernel include files be located in /usr/src/linux and not in /usr/include so there are no problems when system administrators upgrade their kernel version for the first time.

#### **END RATIONALE**

### **/var/spool/cron : cron and at jobs**

This directory contains the variable data for the cron and at programs.

## **35.7 Appendix**

### **35.7.1 The FHS mailing list**

The FHS mailing list is located at <fhs-discuss@ucsd.edu>. To subscribe to the list send mail to <listserv@ucsd.edu> with body "ADD fhs-discuss".

Thanks to Network Operations at the University of California at San Diego who allowed us to use their excellent mailing list server.

As noted in the introduction, please do not send mail to the mailing list without first contacting the FHS editor or a listed contributor.

### **35.7.2 Acknowledgments**

The developers of the FHS wish to thank the developers, system administrators, and users whose input was essential to this standard. We wish to thank each of the contributors who helped to write, compile, and compose this standard.

The FHS Group also wishes to thank those Linux developers who supported the FSSTND, the predecessor to this standard. If they hadn't demonstrated that the FSSTND was beneficial, the FHS could never have evolved.

### 35.7.3 Contributors

Brandon S. Allbery	<bsa@kf8nh.wariat.org>
Keith Bostic	<bostic@cs.berkeley.edu>
Drew Eckhardt	<drew@colorado.edu>
Rik Faith	<faith@cs.unc.edu>
Stephen Harris	<swheh@spuddy.mew.co.uk>
Ian Jackson	<ijackson@cus.cam.ac.uk>
John A. Martin	<jmartin@acm.org>
Ian McCloghrie	<ian@ucsd.edu>
Chris Metcalf	<metcalf@lcs.mit.edu>
Ian Murdock	<imurdock@debian.org>
David C. Niemi	<niemidc@clark.net>
Daniel Quinlan	<quinlan@pathname.com>
Eric S. Raymond	<esr@thyrsus.com>
Mike Sangrey	<mike@sojurn.lns.pa.us>
David H. Silber	<dhs@glowworm.firefly.com>
Theodore Ts'o	<tytso@athena.mit.edu>
Stephen Tweedie	<sct@dcs.ed.ac.uk>
Fred N. van Kempen	<waltje@infomagic.com>
Bernd Warken	<bwarken@mayn.de>





## Chapter 36

# httpd — Apache Web Server

Here we will show how to set up a web server running virtual domains, and dynamic CGI web pages. HTML is not covered, and you are expected to have some understanding of what HTML is, or at least where to find documentation about it.

### 36.1 Web server basics

In Section 26.2 we showed a simple HTTP session using the `telnet` command. A *web server* is really nothing more than a program that reads files off disk at the request of `GET /filename.html HTTP/1.0` requests coming in from a particular port. Here we will show a simple web server written in shell script ↵ Not by me. The author did not put his name in the source, so if you are out there, please drop me an email. ↵. You will need to add the line

```
www stream tcp nowait nobody /usr/local/sbin/sh-httpd
```

to your `/etc/inetd.conf` file. If you are running `xinetd`, then you will need to add a file containing,

```
service www
{
    socket_type          = stream
    wait                 = no
    user                 = nobody
    server               = /usr/local/sbin/sh-httpd
}
```

to your `/etc/xinetd.d/` directory. Then you must stop any already running web servers and restart `inetd` (or `xinetd`).

You will also have to create a log file (`/usr/local/var/log/sh-httpd.log`) and at least one web page (`/usr/local/var/sh-www/index.html`) for your server to serve. It can contain, say:

```
<HTML>
<HEAD>
  <TITLE>My First Document</TITLE>
</HEAD>
<BOOY bgcolor=#CCCCCC text="#000000">
This is my first document<P>
Please visit
  <A HREF="http://rute.sourceforge.net/">
```

```

    The Rute Home Page
10  </A>
for more info.
    </BODY>
</HTML>

```

Note that the server runs as nobody so the log file must be writable by the nobody user, while the `index.html` file must be readable. Also note the use of the `getpeername` command which can be changed to `PEER=` " " if you do not have the `netpipes` package installed. I am not completely sure if there are other commands used here which are not available on other UNIX systems.

```

#!/bin/sh
VERSION=0.1
NAME="ShellHTTPD"
DEFCONTENT="text/html"
5  DOCROOT=/usr/local/var/sh-www
DEFINDEX=index.html
LOGFILE=/usr/local/var/log/sh-httpd.log

log() {
10  local REMOTE_HOST=$1
    local REFERRER=$2
    local CODE=$3
    local SIZE=$4

15  echo "$REMOTE_HOST $REFERRER - [$REQ_DATE] \
\"${REQUEST}\" ${CODE} ${SIZE}" >> ${LOGFILE}
}

print_header() {
20  echo -e "HTTP/1.0 200 OK\r"
    echo -e "Server: ${NAME}/${VERSION}\r"
    echo -e "Date: `date`\r"
}

25  print_error() {
    echo -e "HTTP/1.0 $1 $2\r"
    echo -e "Content-type: $DEFCONTENT\r"
    echo -e "Connection: close\r"
    echo -e "Date: `date`\r"
30  echo -e "\r"
    echo -e "$2\r"
    exit 1
}

35  guess_content_type() {
    local FILE=$1
    local CONTENT

    case ${FILE##*.} in
40      html) CONTENT=$DEFCONTENT ;;
        gz) CONTENT=application/x-gzip ;;
        *) CONTENT=application/octet-stream ;;
    esac

45  echo -e "Content-type: $CONTENT"
}

do_get() {
50  local DIR
    local NURL
    local LEN

    if [ ! -d $DOCROOT ]; then

```

```

    log ${PEER} - 404 0
    print_error 404 "No such file or directory"
fi

if [ -z "${URL##*/}" ]; then
    URL=${URL}${DEFINDEX}
fi

DIR="$(dirname $URL)"
if [ ! -d ${DOCROOT}/${DIR} ]; then
    log ${PEER} - 404 0
    print_error 404 "Directory not found"
else
    cd ${DOCROOT}/${DIR}
    NURL="$(pwd)/$(basename $URL)"
    URL=${NURL}
fi

if [ ! -f $URL ]; then
    log ${PEER} - 404 0
    print_error 404 "Document not found"
fi

print_header
guess_content_type $URL
LEN="$(ls -l $URL | tr -s ' ' | cut -d ' ' -f 5)"
echo -e "Content-length: $LEN\r\n\r\n"
log ${PEER} - 200 $LEN
cat $URL
sleep 3
}

read_request() {
    local DIRT
    local COMMAND

    read REQUEST
    read DIRT

    REQ_DATE="$(date +"%d/%b/%Y:%H:%M:%S %z")"
    REQUEST="$(echo ${REQUEST} | tr -s [:blank:])"
    COMMAND="$(echo ${REQUEST} | cut -d ' ' -f 1)"
    URL="$(echo ${REQUEST} | cut -d ' ' -f 2)"
    PROTOCOL="$(echo ${REQUEST} | cut -d ' ' -f 3)"

    case $COMMAND in
        HEAD)
            print_error 501 "Not implemented (yet)"
            ;;
        GET)
            do_get
            ;;
        *)
            print_error 501 "Not Implemented"
            ;;
    esac
}

#
# It was supposed to be clean - without any non-standard utilities
# but I want some logging where the connections come from, so
# I use just this one utility to get the peer address
#
# This is from the netpipes package
PEER="$(getpeername | cut -d ' ' -f 1)"

```

```

120 read_request
    exit 0

```

Now telnet localhost 80 as in Section 26.2. If that works, and your log files are being properly appended, you can try connect to `http://localhost/` with a web browser like Netscape.

Notice also that a command `getsockname` (which tells you which of your own IP addresses the remote client connected to) could allow the script to serve pages from a different directory for each IP address. This is *virtual domains* in a nutshell `\Groovy baby I'm in a giant nutshell.... how do I get out?^\`.

## 36.2 Installing and configuring Apache

Because all distributions package Apache in a different way, here I will assume Apache to have been installed from its source tree, rather than be installed from a `.deb` or `.rpm` package. You can refer to Section 24.1 on how to install Apache from its source `.tar.gz` file like any other GNU package. (You can even install it under Win95/NT and OS/2.) The source tree is of course available from *The Apache Home Page* <<http://www.apache.org>>. Here I will assume you have installed it in `--prefix=/opt/apache/`. In the process, Apache will dump a huge reference manual into `/opt/apache/htdocs/manual/`.

### 36.2.1 Sample `httpd.conf`

Apache has several legacy configuration files `access.conf` and `srm.conf`. These files are now deprecated and should be left empty. A single configuration file `/opt/apache/conf/httpd.conf` may contain at minimum:

```

ServerType standalone
ServerRoot "/opt/apache"
PidFile /opt/apache/logs/httpd.pid
ScoreBoardFile /opt/apache/logs/httpd.scoreboard
5 Port 80
User nobody
Group nobody
HostnameLookups Off
ServerAdmin webmaster@cranzgot.co.za
10 UseCanonicalName On
ServerSignature On
DefaultType text/plain
ErrorLog /opt/apache/logs/error_log
LogLevel warn
15 LogFormat "%h %l %u %t \"%r\" %>s %b" common
CustomLog /opt/apache/logs/access_log common
DocumentRoot "/opt/apache/htdocs"
DirectoryIndex index.html
AccessFileName .htaccess
20 <Directory />
    Options FollowSymLinks
    AllowOverride None
    Order Deny,Allow
    Deny from All
25 </Directory>
<Files ~ "^\.ht">
    Order allow,deny
    Deny from all
</Files>
30 <Directory "/opt/apache/htdocs">
    Options Indexes FollowSymLinks MultiViews
    AllowOverride All
    Order allow,deny

```

```

35     Allow from all
</Directory>
<Directory "/opt/apache/htdocs/home/*/www">
    Options Indexes MultiViews
    AllowOverride None
    Order allow,deny
40     Allow from all
</Directory>
UserDir /opt/apache/htdocs/home/*/www

```

With the config file ready, you can move the `index.html` file above to `/opt/apache/htdocs/`. You will notice the complete Apache manual and a demo page already install there, which you can move to another directory for the time being. Now run

```
/opt/apache/bin/httpd -X
```

and then point your web browser to `http://localhost/` as before.

### 36.2.2 Common directives

Here is a description of the options. Each option is called a *directive* in Apache terminology. There is a complete list of basic directives in the file `/opt/apache/htdocs/manual/mod/core.html`.

**ServerType** As discussed in Section 29.2, some services can run standalone or from `inetd` (or `xinetd`). This directive can be exactly `standalone` or `inetd`. If `inetd` is chosen, the you will need to add an appropriate line into your `inetd` configuration, although a web server should almost certainly choose `standalone` mode.

**ServerRoot** This is the directory superstructure `\See page 98.\` under which Apache is installed. It will always be the same as the value passed to `--prefix=`.

**PidFile** Many system services store the Process ID in a file for shutdown and monitoring purposes. On most distributions `/var/run/httpd.pid`.

**ScoreBoardFile** Used for communication between Apache parent and child processes on some non-UNIX systems.

**Port** TCP port to listen on for standalone servers.

**User, Group** This is important for security. It forces `httpd` to user `nobody` privileges. If the web server is ever hacked, the attack will not be able to gain more than the privileges of the `nobody` user.

**HostnameLookups** If you would like to force a reverse DNS lookup on every connecting host, set this directive to `on`. If you want to force a forward lookup on every reverse lookup, set this to `double`. This is for logging purposes since access control does a reverse and forward reverse lookup anyway. It should certainly be `off` if you want to reduce latency.

**ServerAdmin** Error messages include this email address.

**UseCanonicalName** If Apache has to return a URL for any reason it will normally try return the full name of the server. Setting to `off` uses the very hostname sent by the client.

**ServerSignature** Causes addition of the server name to HTML error messages.

**DefaultType** All files returned to the client have a type field saying how they should be displayed. In the case of Apache being unable to deduce the type, the files are assumed to be of Mime Type `text/plain`.

**ErrorLog** Where errors get logged, usually `/var/log/httpd/error_log`

**LogLevel** How much info to log.

**LogFormat** Define a new log format. Here we defined a log format and call it `common`. Multiple lines are allowed. Lots of interesting info can actually be logged: see `/opt/apache/htdocs/manual/mod/mod_log_config.html` for a full description.

**CustomLog** The log file and its (previously defined) format.

**DocumentRoot** This is the top level directory that client connections will see. The string `/opt/apache/htdocs/` will be prepended to any file lookup, and hence a URL `http://localhost/manual/index.html.en` will return the file `/opt/apache/htdocs/manual/index.html.en`.

**DirectoryIndex** This gives the default file to try serve for URL's that contain only a directory name. If a file `index.html` does not exist under that directory, an index of the directory will be sent to the client. Other common configurations use `index.htm` or `default.html` etc.

**AccessFileName** Before serving a file to a client, Apache will read additional directives from a file `.htaccess` in the same directory as the requested file. If a parent directory contains a `.htaccess` instead, this one will take priority. The `.htaccess` file contains directives that limit access to the directory. This will be discussed below.

The above is merely the general configuration of Apache. To actually serve pages, you need to define directories, each with a particular purpose, containing particular HTML or graphic files. The Apache configuration file is very much like an HTML document. Sections are started with `<section parameter>` and ended with `</section>`. The most common directive of this sort is `<Directory /directory>` which does such directory definition. Before defining any directories, we need to limit access to the root directory. This is critical for security:

```
<Directory />
  Options FollowSymLinks
  Deny from All
  Order Deny,Allow
  AllowOverride None
</Directory>
```

This tells Apache about the root directory, giving clients very restrictive access to it. The directives are ↘ Some of this is shamelessly plagiarised from the Apache manual.↗:

**Options** The `Options` directive controls which server features are available in a particular directory. There is also the syntax `+option` or `-option` to include the options of the parent directory. For example, `Options +FollowSymLinks -Indexes`.

**FollowSymLinks** The server will follow any symbolic links beneath the directory. Be careful about what symbolic links you have beneath directories with `FollowSymLinks`. You can for example give everyone access to the root directory by having a link `../../../../` under `htdocs` — not what you want.

**ExecCGI** Execution of CGI scripts is permitted.

**Includes** Server-side includes are permitted (more on this later).

**IncludesNOEXEC** Server-side includes are permitted, but the `#exec` command and `#include` of CGI scripts are disabled.

**Indexes** If a client asks for a directory by name, and there is no `index.html` file (or whatever `DirectoryIndex` file you specified) present, then an listing of the contents of that directory is created and returned. For security you may want to turn this option off.

**MultiViews** Content negotiated MultiViews are allowed (more on this later).

**SymLinksIfOwnerMatch** The server will only follow symbolic links for which the target file or directory is owned by the same user id as the link (more on this later).

**All** All options except for MultiViews. This is the default setting.

**Deny** This specifies what hosts are not allowed to connect. You can specify a hostname or IP address for example as:

```
Deny from 10.1.2.3
Deny from 192.168.5.0/24
Deny from cranzgot.co.za
```

which will deny access to 10.1.2.3, all hosts beginning with 192.168.5. and all hosts ending in .crazngot.co.za, include the host cranzgot.co.za.

**Allow** This specifies what hosts are allowed to connect, using the same syntax as Deny.

**Order** If order is Deny, Allow then the Deny directives are checked first, and any client which does not match a Deny directive or does match an Allow directive will be *allowed* access to the server.

If order is Allow, Deny then the Allow directives are checked first any client which does not match an Allow directive or does match a Deny directive will be *denied* access to the server.

**AllowOverride** In addition to the directives specified here, additional directives will be read from the file specified by AccessFileName, usually called .htaccess. This file would usually exist alongside your .html files; or otherwise in a parent directory. If the file exists, its contents are read into the current <Directory...> directive. AllowOverride says what directives the .htaccess file is allowed to squash. The complete list can be found in /opt/apache/htdocs/manual/mod/core.html

You can see above that we give very restrictive Options to the root directory, as well as very restrictive access. The only server feature we allow is FollowSymLinks, then we Deny any access, and then we remove the possibility that a .htaccess file could override our restrictions.

The <Files ...> directive sets restrictions on all files matching a particular regular expression. As a security measure, we use it to prevent access to all .htaccess files as follows:

```
<Files ~ "^\.ht">
    Order allow,deny
    Deny from all
</Files>
```

We are now finally ready to add actual web page directories. These take a less restrictive set of access controls:

```
<Directory "/opt/apache/htdocs">
    Options Indexes FollowSymLinks MultiViews
    AllowOverride All
    Order allow,deny
    Allow from all
</Directory>
```

### 36.2.3 User HTML directories

Now our users may require that Apache knows about their private web page directories /www/. This is easy to add with the special UserDir directive:

```

<Directory "/opt/apache/htdocs/home/*/www">
    Options Indexes MultiViews
    AllowOverride None
    Order allow,deny
    Allow from all
</Directory>
UserDir /opt/apache/htdocs/home/*/www

```

For this to work, you must symlink `/opt/apache/htdocs/home` to `/home`, and create a directory `www/` under each user's home directory. Hitting the URL `http://localhost/~jack/index.html` will then retrieve the file `/opt/apache/htdocs/home/jack/www/index.html`. You will find that Apache gives a Forbidden error message when trying to do this. This is probably because jack's home directory permissions are too restrictive. Your choices vary between now making jack's home directory less restrictive, or increase the privileges of Apache. Running Apache under the `www` group by using Group `www`, and then doing

```

groupadd -g 65 www
chown jack:www /home/jack /home/jack/www
chmod 0750 /home/jack /home/jack/www

```

is a reasonable compromise.

### 36.2.4 Aliasing

Sometimes HTML documents will want to refer to a file or graphic using a simple prefix, rather than a long directory name. Other times you want two different references to source the same file. The `Alias` directive creates virtual links between directories. For example, adding this line, means that a URL `/icons/bomb.gif` will serve the file `/opt/apache/icons/bomb.gif`:

```
Alias /icons/ "/opt/apache/icons/"
```

We do of course need to tell Apache about this directory:

```

<Directory "/opt/apache/icons">
    Options None
    AllowOverride None
    Order allow,deny
    Allow from all
</Directory>

```

### 36.2.5 Fancy indexes

You will find the directory lists generated by the above configuration rather bland. The directive:

```
IndexOptions FancyIndexing
```

causes nice descriptive icons to be printed to the left of the filename. What icons match what file types is a trick issue. You can start with:

```

AddIconByEncoding (CMP,/icons/compressed.gif) x-compress x-gzip
AddIconByType (TXT,/icons/text.gif) text/*
AddIconByType (IMG,/icons/image2.gif) image/*

```



```

AddIconByType (SND,/icons/sound2.gif) audio/*
5 AddIconByType (VID,/icons/movie.gif) video/*
AddIcon /icons/compressed.gif .Z .z .tgz .gz .zip
AddIcon /icons/a.gif .ps .eps
AddIcon /icons/layout.gif .html .shtml .htm

```

This requires the `Alias` directive above to be present. The default Apache configuration contains a far more extensive map of file types.

### 36.2.6 Encoding and language negotiation

You can get Apache to serve gzipped files with:

```

AddEncoding x-compress Z
AddEncoding x-gzip gz

```

Now if a client requests a file `index.html`, whereas only a file `index.html.gz` exists, Apache will decompress it on the fly. Note that you must have the `MultiViews` options enabled.

The next options causes Apache to serve `index.html.language-code` when `index.html` is requested, filling in the preferred language code sent by the web browser. Adding these directives will cause your Apache manual to display correctly, and will properly show documents that have non-English translations. Here also, the `MultiViews` must be present:

```

AddLanguage en .en
AddLanguage da .dk
AddLanguage nl .nl
AddLanguage et .ee
5 AddLanguage fr .fr
AddLanguage de .de
AddLanguage el .el
AddLanguage ja .ja
AddLanguage ru .ru
10 LanguagePriority en da nl et fr de el ja ru

```

The `LanguagePriority` directive indicates the preferred language if the browser did not specify any.

Now some files may contain a `.koi8-r` extension indicating a Russian character set encoding for this file. Many languages have such custom character sets. Russian files will be named `webpage.html.ru.koi8-r`. Apache must tell the web browser about the encoding type based on the extension. Here are directives for Japanese, Russian, and UTF-8. UTF-8 is a Unicode character set encoding useful for any language. as follows:

```

AddCharset ISO-2022-JP .jis
AddCharset KOI8-R .koi8-r
AddCharset UTF-8 .utf8

```

Once again, the default Apache configuration contains a far more extensive map of languages and character sets.

### 36.2.7 Server-side includes — SSI

Apache actually has a builtin programming language that interprets `.shtml` files as scripts. The output of such a script is returned to the client. Most of a typical `.shtml` file will be ordinary HTML which will be served unmodified. However lines like:

```
<!--#echo var="DATE_LOCAL" -->
```

will be interpreted, and their output *included* into the HTML — hence the name *server-side includes*. Server-side includes are ideal for HTML pages that contain mostly static HTML with small bits of dynamic content. To demonstrate, add the following to your `httpd.conf`:

```
AddType text/html .shtml
AddHandler server-parsed .shtml
<Directory "/opt/apache/htdocs/ssi">
  Options Includes
  AllowOverride None
  Order allow,deny
  Allow from all
</Directory>
```

Create a directory `/opt/apache/htdocs/ssi` with the index file `index.shtml`:

```
<HTML>
The date today is <!--#echo var="DATE_LOCAL" -->.<P>
Here is a directory listing:<br>
<PRE>
  <!--#exec cmd="ls -al" -->
</PRE>
<!--#include virtual="footer.html" -->
</HTML>
```

and then a file `footer.html` containing anything you like. It is obvious how useful this is for creating many documents with the same banner using a `#include` statement. If you are wondering what other variables you can print besides `DATE_LOCAL`, try the following:

```
<HTML>
<PRE>
  <!--#printenv -->
</PRE>
</HTML>
```

# Chapter 37

## crond and atd

`crond` and `atd` are two very simple and important services that everyone should be familiar with. `crond` does the job of running commands periodically (daily, weekly), while `atd`'s main feature is run a command once at some future time.

These two services are so basic that we are not going to detail their package contents and invocation.

### 37.1 /etc/crontab configuration file

The `/etc/crontab` file dictates a list of periodic jobs to be run — like updating the `locate` and `whatis` databases, rotating logs, and possibly performing backup tasks. If there is anything that needs to be done periodically, you can schedule that job in this file. `/etc/crontab` is read by `crond` on startup. `crond` will already be running on all but the most broken of UNIX systems.

**After modifying `/etc/crontab`, you should restart `crond` with `/etc/rc.d/init.d/crond restart`.**

`/etc/crontab` consists of single line definitions for what time of the day/week/month a particular command should be run.

Each line has the form:

```
<time> <user> <executable>
```

`<time>` is a time pattern that the current time must match for the command to be executed. `<user>` tells under what user the command is to be executed. `<executable>` is the command to be run.

The time pattern gives the minute, hour, month-day, month, and week-day that the current time is compared. The comparison is done at the start of *every single minute*. If `crond` gets a match, it will execute the command. A simple time pattern is as follows.

```
50 13 2 9 6 root /usr/bin/play /etc/theetone.wav
```

Which will play the given WAV file on Sat Sep 2 13:50:00 every year, while

```
50 13 2 * * root /usr/bin/play /etc/theetone.wav
```

will play it at 13:50:00 on the 2nd of every month, and

```
50 13 * * 6 root /usr/bin/play /etc/theetone.wav
```

will do the same on every Saturday. Further,

```
50 13,14 * * 5,6,7 root /usr/bin/play /etc/theetone.wav
```

will play at 13:50:00 *and* at 14:50:00 on *both* Friday, Saturday and Sunday, while

```
* /10 * * * 6 root /usr/bin/play /etc/theetone.wav
```

Will play every 10 minutes the whole of Saturday. The / is a special notation meaning “in steps of”.

In the above examples, the play command is executed as root.

The following is an actual /etc/crontab file:

```
# Environment variables first
SHELL=/bin/bash
PATH=/sbin:/bin:/usr/sbin:/usr/bin
MAILTO=root
5 HOME=/

# Time specs
30 20 * * * root /etc/cron-alarm.sh
35 19 * * * root /etc/cron-alarm.sh
10 58 18 * * * root /etc/cron-alarm.sh
01 * * * * root run-parts /etc/cron.hourly
02 4 * * * root run-parts /etc/cron.daily
22 4 * * 0 root run-parts /etc/cron.weekly
42 4 1 * * root run-parts /etc/cron.monthly
```

Note that the # character is used for comments as usual. crond also allows you to specify environment variables under which commands are to be run.

Your time additions should come like mine have, to remind me of the last three Metro trains of the day.

The last four entries are vender supplied. The run-parts command is a simple script to run *all* the commands listed under /etc/cron.hourly, /etc/cron.daily etc. Hence, if you have a script which needs to be run every day, but not at a specific time, you needn't edit your crontab file: rather just place the script with the others in /etc/cron.<interval>.

My own /etc/cron.daily/ directory contains:

```
total 14
drwxr-xr-x  2 root    root      1024 Sep  2 13:22 .
drwxr-xr-x 59 root    root      6144 Aug 31 13:11 ..
-rwxr-xr-x  1 root    root       140 Aug 13 16:16 backup
5 -rwxr-xr-x  1 root    root       51 Jun 16  1999 logrotate
-rwxr-xr-x  1 root    root      390 Sep 14  1999 makewhatis.cron
-rwxr-xr-x  1 root    root      459 Mar 25  1999 radiusd.cron.daily
-rwxr-xr-x  1 root    root       99 Jul 23 23:48 slocate.cron
-rwxr-xr-x  1 root    root      103 Sep 25  1999 tetex.cron
10 -rwxr-xr-x  1 root    root      104 Aug 30  1999 tmpwatch
```

It is advisable to go through each of these now to see what your system is doing to itself behind your back.

## 37.2 The at command

at will execute a command at some future time. I suppose it is essential to know, although I never used it myself until writing this chapter. at is the front to the atd daemon which, like crond will almost definitely be running.

Try our wave file example, remembering to press Ctrl-D to get the <EOT> (End Of Text):

```
[root@cericon /etc]# at 14:19
at> /usr/bin/play /etc/theetone.wav
at> <EOT>
warning: commands will be executed using /bin/sh
5 job 3 at 2000-09-02 14:19
```

You can type atq to get a list of current jobs:

```
3      2000-09-02 14:19 a
```

a means is the queue name, 3 is the job number, and 2000-09-02 14:19 is the scheduled time of execution. While play is executing, atq will give:

```
3      2000-09-02 14:19 =
```

The at and atd man pages contain additional information.



## Chapter 38

# postgres SQL server

This chapter will show you how to set up an SQL server for free.

### 38.1 SQL

*Structured Query Language* (SQL) is a programming language developed specifically to access data arranged in tables of rows and columns – as in a database — as well as do searching, sorting and cross-referencing of that data.

Typically, the database tables will sit in files, managed by an *SQL server* daemon process. The SQL server will listen on a TCP socket for incoming requests from client machines, and service those requests.

SQL has become a *de facto* industry standard. However the protocols (over TCP/IP) via which those SQL requests are sent are different from implementation to implementation.

SQL requests can usually be punched in manually using a command-line interface. This is difficult for most users, hence a GUI interface will usually hide this process from the user.

SQL servers are a major branch of server software. Management of database tables is actually a complicated affair. A good SQL server will properly streamline multiple simultaneous requests that may access and modify rows in the same table. Doing this, along with the many types of complex searches and cross-referencing, in an computationally efficient manner is a complex task.

### 38.2 postgres

postgres (*PostGreSQL*) is a Free SQL server written under the BSD license. postgres supports an extended subset of SQL92 \\_The definitive SQL standard.\\_ — it does a *lot* of very nifty things that no other database can (it seems). About the only commercial equivalent worth buying over postgres is a certain very expensive industry leader. postgres runs on every flavour of UNIX and also Windows NT.

The postgres documentation proudly states:

The Object-Relational Database Management System now known as PostgreSQL (and briefly called Postgres95) is derived from the Postgres package written at Berkeley. With over a decade of development behind it, PostgreSQL is the most advanced open-source database available anywhere, offering multi-version concurrency control, supporting almost all SQL constructs (including subselects, transactions, and user-defined types and functions), and having a wide range of language bindings available (including C, C++, Java, perl, tcl, and python).

postgres is also fairly dry. Most people ask why it doesn't have a graphical front-end. Considering that it runs on so many different platforms, it makes sense for it to be purely a backend engine. A graphical interface is a different kind of software project, that would probably support more than one type of database server at the back, and possibly run under only one kind of graphical interface.

The postgres consists of the following files:

### 38.3 postgres package content

The postgres packages consists of the user programs

createdb	dropdb	pg_dump	psql
createlang	droplang	pg_dumpall	vacuumdb
createuser	dropuser	pg_id	

and the server programs

initdb	pg_ctl	pg_upgrade	postgresql-dump
initlocation	pg_encoding	pg_version	postmaster
ipcclean	pg_passwd	postgres	

Each of these has a man page which you should get an inkling of.

Further man pages will provide references to actual SQL commands. Try `man 1 select` (explained further on):

```

SELECT(1)                                SELECT(1)

NAME
    SELECT - Retrieve rows from a table or view.

SYNOPSIS
    SELECT [ ALL | DISTINCT [ ON ( expression [, ...] ) ] ]
        expression [ AS name ] [, ...]
        [ INTO [ TEMPORARY | TEMP ] [ TABLE ] new_table ]
        [ FROM table [ alias ] [, ...] ]
        [ WHERE condition ]
        [ GROUP BY column [, ...] ]
        [ HAVING condition [, ...] ]
        [ { UNION [ ALL ] | INTERSECT | EXCEPT } select ]
        [ ORDER BY column [ ASC | DESC | USING operator ] [, ...] ]
        [ FOR UPDATE [ OF class_name [, ...] ] ]
        LIMIT { count | ALL } [ { OFFSET | , } start ]

```

Most important is the enormous amount of HTML documentation that comes with postgres. Point your web browser to `/usr/doc/postgresql-?.?.?`, then dive into the admin, user, programmer, tutorial and postgres directories.

Finally there are the start and stop script in `/etc/rc.d/init.d/` and the directory in which the database tables themselves are stored: `/var/lib/pgsql/`.

### 38.4 Installing and initialising postgres



postgres can be gotten prepackaged for your favourite distribution. Simply install the package then follow the following instructions.

Stop the postgres server if it is running; the `init.d` script may be called `postgres` or `postgresql`:

```
/etc/rc.d/init.d/postgresql stop
/etc/rc.d/init.d/postgres stop
```

Edit the `init.d` script to support TCP requests. There will be a line like what follows that you can add the `-i` option to. Mine looks like:

```
su -l postgres -c "/usr/bin/pg_ctl -D $PGDATA -p /usr/bin/postmaster -o '-i -o -e' start >/dev/null 2>&1"
```

which also (via the `-o -e` option) forces European date formats (28/4/1984 instead of 4/28/1984). Note that hosts will not be able to connect unless you edit your `/var/lib/pgsql/data/pg_hba.conf` (`/etc/postgresql/pg_hba.conf` on Debian<sup>©</sup>) file, and add lines like,

```
host    mydatabase    192.168.4.7    255.255.255.255    trust
```

In either case, you should check this file to ensure that only trusted hosts can connect to your database, or remove the `-i` option altogether if you are only connecting from the local machine.

You should already have a user `postgres`, if not add one

```
/usr/sbin/useradd postgres
```

Then restart:

```
/etc/rc.d/init.d/postgresql start
```

The `postgres init.d` script initialises a template database on first run, so you may have to start it twice.

Now you can create your own database. The following creates a database `finance` as well as a `postgres` user `finance`. It does these creations while being user `postgres` (this is what the `-U` option is for). You should run these commands as user `root` or as user `postgres` without the `-U postgres`.

```
/usr/sbin/useradd finance
createuser -U postgres --adduser --createdb finance
createdb -U finance finance
```

## 38.5 Querying your database with psql

Now that the database exists, you can begin running sql queries:

```
# psql -U finance
Welcome to psql, the PostgreSQL interactive terminal.

Type:  \copyright for distribution terms
5      \h for help with SQL commands
       \? for help on internal slash commands
       \g or terminate with semicolon to execute query
       \q to quit

10 finance=# select * from pg_tables;
    tablename    | tableowner | hasindexes | hasrules | hastriggers
```

	pg_type	postgres	t	f	f
	pg_attribute	postgres	t	f	f
15	pg_proc	postgres	t	f	f
	pg_class	postgres	t	f	f
	pg_group	postgres	t	f	f
	pg_database	postgres	f	f	f
	pg_variable	postgres	f	f	f
20	pg_log	postgres	f	f	f
	pg_xactlock	postgres	f	f	f
	pg_attrdef	postgres	t	f	f
	pg_relcheck	postgres	t	f	f
	pg_trigger	postgres	t	f	f
25	pg_inherits	postgres	t	f	f
	pg_index	postgres	t	f	f
	pg_statistic	postgres	t	f	f
	pg_operator	postgres	t	f	f
	pg_opclass	postgres	t	f	f
30	pg_am	postgres	t	f	f
	pg_amop	postgres	t	f	f
	pg_amproc	postgres	f	f	f
	pg_language	postgres	t	f	f
	pg_aggregate	postgres	t	f	f
35	pg_ipl	postgres	f	f	f
	pg_inheritproc	postgres	f	f	f
	pg_rewrite	postgres	t	f	f
	pg_listener	postgres	t	f	f
	pg_description	postgres	t	f	f
40	pg_shadow	postgres	f	f	t
	(28 rows)				

The above are postgres's internal tables. Some are actual tables, while some are *views* of tables. A selective representation of an actual table.

To get a list of databases, try:

```
finance=# select * from pg_database;
 datname | datdba | encoding | datpath
-----+-----+-----+-----
 templat1 |      24 |          0 | templat1
 finance  |      26 |          0 | finance
(2 rows)
```

## 38.6 An introduction to SQL

The following are 99% of the commands you are ever going to use. (Note that all SQL commands require a semi-colon at the end — you won't be the first person to ask why nothing happens when you press Enter without the semi-colon).

### Creating tables

To create a table called `people`, with three columns:

```
CREATE TABLE people ( name text, gender bool, address text );
```

The created table will title the columns, `name`, `gender` and `address`. Columns are *typed*. This means that only the kind of data that was specified at the time of creation can go in that the column. In the case of `gender`, it can only

be *true* or *false* for the `boolean` type, which we will associate to the male and female genders. There is probably no reason to use the boolean value here: using an integer or text field can often be far more descriptive and flexible. In the case of name and address, these can hold anything, since they are of the `text` type that is the most ubiquitous type of all.

**Note:** in the `postgres` documentation, a “column” is called an “attribute” for historical reasons.

You are warned to choose types according to the kind of **searches** you are going to do and **not** according to the data it holds. Here are most of the useful types you would like to use as well as their SQL92 equivalents. The types in bold are to be used in preference to other similar types for greater range or precision:

The list of types of available to `postgres` is:

Postgres Type	SQL92 or SQL3 Type	Description
<code>bool</code>	<code>boolean</code>	logical boolean (true/false)
<code>box</code>		rectangular box in 2D plane
<code>char(n)</code>	<code>character(n)</code>	fixed-length character string
<code>cidr</code>		IP version 4 network or host address
<code>circle</code>		circle in 2D plane
<code>date</code>	<code>date</code>	calendar date without time of day
<code>decimal</code>	<code>decimal(p,s)</code>	exact numeric for $p \geq 9, s = 0$
<code>float4</code>	<code>float(p), p \leq 7</code>	floating-point number with precision $p$
<code>float8</code>	<code>float(p), 7 \leq p \leq 16</code>	floating-point number with precision $p$
<code>inet</code>		IP version 4 network or host address
<code>int2</code>	<code>smallint</code>	signed two-byte integer
<code>int4</code>	<code>int, integer</code>	signed 4-byte integer
<b><code>int8</code></b>		signed 8-byte integer
<code>interval</code>	<code>interval</code>	general-use time span
<code>line</code>		infinite line in 2D plane
<code>lseg</code>		line segment in 2D plane
<b><code>money</code></b>	<code>decimal(9,2)</code>	US-style currency
<code>numeric</code>	<code>numeric(p,s)</code>	exact numeric for $p \leq 9, s = 0$
<code>path</code>		open and closed geometric path in 2D plane
<code>point</code>		geometric point in 2D plane
<code>polygon</code>		closed geometric path in 2D plane
<code>serial</code>		unique id for indexing and cross-reference
<code>time</code>	<code>time</code>	time of day
<b><code>text</code></b>		arbitrary length text (up to 8k for postgres 7)
<code>timetz</code>	<code>time with time zone</code>	time of day, including time zone
<b><code>timestamp</code></b>	<code>timestamp with time zone</code>	accurate high range, high precision date/time with zone
<code>varchar(n)</code>	<code>character varying(n)</code>	variable-length character string

## Listing a table

The `SELECT` statement is the most widely used statement in SQL. It returns data from tables and can do searches:

```
finance=# SELECT * FROM PEOPLE;
 name | gender | address
-----+-----+-----
(0 rows)
```

## Adding a column

The ALTER statement changes something:

```
finance=# ALTER TABLE people ADD COLUMN phone text;
ALTER
finance=# SELECT * FROM people;
 name | gender | address | phone
-----+-----+-----+-----
(0 rows)
```

## Delete/dropping a column

You cannot drop columns in `postgres`, you have to create a new table from the old table without the column. How to do this will become obvious further on.

## Delete/dropping a table

The DROP command is used to delete most things:

```
DROP TABLE people;
```

## Inserting rows, “object relational”

Insert a row with (you can continue on the next line):

```
finance=# INSERT INTO people (name, gender, address, phone)
finance=# VALUES ('Paul Sheer', true, 'Earth', '7617224');
INSERT 20280 1
```

the return value is the `oid` (*Object ID*) of the row. `postgres` is an *Object Relational* database. This term gets thrown around a lot, but really means that every table has a hidden column called the `oid` column that stores a unique identity number for each row. The identity number is unique across the entire database. Because it uniquely identifies rows across all tables, you could call the rows “objects”. The `oid` feature is most useful to programmers.

## Locating rows

The `oid` of the above row is 20280, to find it:

```
finance=# SELECT * FROM people WHERE oid = 20280;
 name | gender | address | phone
-----+-----+-----+-----
Paul Sheer | true | Earth | 7617224
(1 row)
```

## Listing selected columns, and the oid column

To list selected columns, try:

```
SELECT name, address FROM people;  
SELECT oid, name FROM people;  
SELECT oid, * FROM people;
```

it should be obvious what these do.

## Creating tables from other tables

Here we create a new table and fill two of its columns from columns in our original table

```
finance=# CREATE TABLE sitings (person text, place text, siting text);  
CREATE  
finance=# INSERT INTO sitings (person, place) SELECT name, address FROM people;  
INSERT 20324 1
```

## Deleting rows

Delete selected rows, like

```
finance=# DELETE FROM people WHERE name = 'Paul Sheer';  
DELETE 1
```

## Searches

About the simplest search you can do with postgres:

```
SELECT * FROM people WHERE name LIKE '%Paul%';
```

Or alternatively, case insensitively and across the address field:

```
SELECT * FROM people WHERE lower(name) LIKE '%paul%' OR lower(address) LIKE '%paul%';
```

The first % is a wildcard that matches any length of text before the Paul, while the final % matches any text after — it is the usual way of searching with a field, instead of trying to get an exact match.

The possibilities are endless:

```
SELECT * FROM people WHERE gender = true AND phone = '8765432';
```

## Migrating from another database/dumping and restoring table as plain text

The command,

```
COPY people TO '/tmp/people.txt';
```

dumps the `people` table to `/tmp/people.txt`, as tab delimiter, newline terminated rows.

The command,

```
COPY people WITH OIDS TO '/tmp/people.txt' DELIMITERS ',' WITH NULL AS '(null)';
```

dumps the `people` table to `/tmp/people.txt`, as comma delimited, newline terminated rows, with `(null)` where-ever there is supposed to be a zero byte.

Similarly the command,

```
COPY people FROM '/tmp/people.txt';
```

inserts into the table `people` the rows from `/tmp/people.txt`. It assumes one line per row, and the tab character between each cell.

**Note: unprintable characters are escaped with a backslash \ in both output and the interpretation of input.**

Hence it is simple to get data from another database. You just have to work out how to dump it as text.

## More advanced searches

When you have some very complicated set of tables in front of you, you are likely to want to merge, select, search and cross-reference them in enumerable ways to get the information you want out of them.

Being able to efficiently query the database in this way is the true power of SQL, but this is about as far as I am going to go here. The `postgres` documentation cited above contains details on everything you can do.

## Chapter 39

# **smbd — Samba NT Server**





## Chapter 40

# named — Domain Name Server

This chapter follows on from Chapter 27.

There seems to be a lot of hype that elevates the name server to something mystical and illusive. In fact, setting up a nameserver is a standard and trivial exercise.

A nameserver daemon is also no heavyweight service: The named executable is 500kB, and consumes little CPU.

The package that the name server comes in is called `bind`. This chapter assumes a `bind` of approximately `bind-8.2` or later. `bind` stands for *Berkeley Internet Name Domain*.

The difficulty with setting up a nameserver is that the configuration files are impossible to construct from the specification without making some kind of typing error.

The solution is quite simple: **never** create a nameserver config file from scratch. **always** copy one from an existing working name server. Here we will give more example configuration files than explanation. You can copy these examples to create your own nameserver.

Please note before running `bind` that it has security vulnerabilities. Hence it may be possible for someone to hack your machine if you are running an old version. Many are also sceptical about even the latest versions of `bind` (9.1 at the time of writing) even though no security holes have been announced.

Before you even start working on nameserver configuration, you should start a new terminal window with the command:

```
tail -f /var/log/messages
```

Keep this window throughout the entire setup and testing procedure. From now on, when I refer to *messages* I am referring to a message in this window.

## Documentation

The man page for named are `hostname(7)`, `named-xfer(8)`, `named(8)`, and `ndc(8)`.

The man pages reference a document called the “Name Server Operations Guide for BIND”. What they actually mean is a text file `/usr/doc/bind-8.2/bog/file.lst` or a PostScript file `/usr/doc/bind-8.2/bog/file.psf` for printing.

The problem with some of this documentation is that it is still based on the old (now depreciated) `named.boot` configuration file. There is a

program `/usr/doc/bind-8.2/named-bootconf/named-bootconf` that reads a `named.boot` file from `stdin` and writes a `named.conf` file to `stdout`. I found it useful to `echo "old config line" | named-bootconf` to see what a new style equivalent would be.

The most important info is in `/usr/doc/bind-8.2/html` which contains a complete reference to configuration.

There are also FAQ documents in `/usr/doc/bind-8.2/misc` and various thesis on security. `/usr/doc/bind-8.2/misc/style.txt` contains the recommended layout of the configuration files for consistent spacing and readability. Finally `/usr/doc/bind-8.2/rfc` contains the relevant RFC's (See Section 13.5).

## Configuration files

There is only one main configuration file for `named`: `/etc/named.conf`. The `named` service once used a file `/etc/named.boot` but this has been scrapped. If there is a `named.boot` file in your `/etc` directory then it is not being used, except possibly by a very old version of `bind`.

The `named.conf` file will have a line in it `directory "/var/named";` or `directory "/etc/named";`. This directory hold various files containing textual lists of name to IP address mappings. The following example is a nameserver for a company that has been given a range of IP address (196.28.133.20–30), as well as one single IP address (160.124.182.44). It also must support a range of internal IP addresses (192.168.2.0–255) The trick is not to think about how everything works. If you just copy and edit things in a consistent fashion, carefully reading the comments, this will work fine.

The `/etc/name.conf` file should look like:

```

/*
 * The ``directory'' line tells named that any further file name's
 * given are under the /var/named/ directory.
 */
5 options {
    directory "/var/named";
    /*
     * If there is a firewall between you and nameservers you want
     * to talk to, you might need to uncomment the query-source
10    * directive below. Previous versions of BIND always asked
     * questions using port 53, but BIND 8.1 uses an unprivileged
     * port by default.
     */
    // query-source address * port 53;
15 };

/* The list of root servers: */
zone "." {
    type hint;
20    file "named.ca";
};

/* Forward lookups of hosts in my domain: */
zone "cranzgot.co.za" {
25    type master;
    file "named.cranzgot.co.za";
};

/* Reverse lookups of the localhost: */
30 zone "0.0.127.in-addr.arpa" {

```

```
        type master;
        file "named.local";
};

35 /* Reverse lookups of local IP numbers: */
zone "1.168.192.in-addr.arpa" {
    type master;
    file "named.192.168.1";
};

40 /* Reverse lookups of 196.28.133.* Internet IP numbers: */
zone "133.28.196.in-addr.arpa" {
    type master;
    file "named.196.28.133";
};

45 /* Reverse lookup of 160.124.182.44 only: */
zone "44.182.124.160.in-addr.arpa" {
    type master;
50     file "named.160.124.182.44";
};
```

The `/var/named/named.ca` file should look like:

```
; Get the original of this file from ftp://ftp.rs.internic.net/domain/named.root
;
; formerly ns.internic.net
.                3600000   IN      NS       a.root-servers.net.
5 a.root-servers.net. 3600000   A       198.41.0.4
.                3600000   NS       b.root-servers.net.
b.root-servers.net. 3600000   A       128.9.0.107
.                3600000   NS       c.root-servers.net.
c.root-servers.net. 3600000   A       192.33.4.12
10 .                3600000   NS       d.root-servers.net.
d.root-servers.net. 3600000   A       128.8.10.90
.                3600000   NS       e.root-servers.net.
e.root-servers.net. 3600000   A       192.203.230.10
.                3600000   NS       f.root-servers.net.
15 f.root-servers.net. 3600000   A       192.5.5.241
.                3600000   NS       g.root-servers.net.
g.root-servers.net. 3600000   A       192.112.36.4
.                3600000   NS       h.root-servers.net.
h.root-servers.net. 3600000   A       128.63.2.53
20 .                3600000   NS       i.root-servers.net.
i.root-servers.net. 3600000   A       192.36.148.17
.                3600000   NS       j.root-servers.net.
j.root-servers.net. 3600000   A       198.41.0.10
.                3600000   NS       k.root-servers.net.
25 k.root-servers.net. 3600000   A       193.0.14.129
.                3600000   NS       l.root-servers.net.
l.root-servers.net. 3600000   A       198.32.64.12
.                3600000   NS       m.root-servers.net.
m.root-servers.net. 3600000   A       202.12.27.33
```

The `/var/named/named.cranzgot.co.za` file should look like:

```
$TTL 259200
```

```

@           IN      SOA      ns1.cranzgot.co.za. root.ns1.cranzgot.co.za. (
2000012101 ; Serial number
10800      ; Refresh every 3 hours
3600       ; Retry every hour
3600000    ; Expire after 42 days
259200 )    ; Minimum Time to Live (TTL) of 3 days

           IN      NS       ns1.cranzgot.co.za.
           IN      NS       ns2.cranzgot.co.za.

           IN      A        160.124.182.44
           IN      MX       10 mail1.cranzgot.co.za.
           IN      MX       20 mail2.cranzgot.co.za.

ns1        IN      A        196.28.144.1
ns2        IN      A        196.28.144.2
ftp        IN      A        196.28.133.3

www        IN      CNAME    cranzgot.co.za.
mail1      IN      CNAME    ns1.cranzgot.co.za.
mail2      IN      CNAME    ns2.cranzgot.co.za.
gopher     IN      CNAME    ftp.cranzgot.co.za.
pop        IN      CNAME    mail1.cranzgot.co.za.
proxy      IN      CNAME    ftp.cranzgot.co.za.

http       IN      CNAME    www.cranzgot.co.za.

pc1        IN      A        192.168.2.1
pc2        IN      A        192.168.2.2
pc3        IN      A        192.168.2.3
pc4        IN      A        192.168.2.4

```

The `/var/named/named.local` file should look like:

```

$TTL 259200
@           IN      SOA      localhost. root.localhost. (
2000012101 ; Serial number
10800      ; Refresh every 3 hours
3600       ; Retry every hour
3600000    ; Expire after 42 days
259200 )    ; Minimum Time to Live (TTL) of 3 days

           IN      NS       localhost.

1          IN      PTR      localhost.

```

The `/var/named/named.192.168.1` file should look like:

```

$TTL 259200
@           IN      SOA      localhost. root.localhost. (
2000012101 ; Serial number
10800      ; Refresh every 3 hours
3600       ; Retry every hour
3600000    ; Expire after 42 days
259200 )    ; Minimum Time to Live (TTL) of 3 days

           IN      NS       localhost.

```

```

1      IN      PTR      pc1.cranzgot.co.za.
2      IN      PTR      pc2.cranzgot.co.za.
3      IN      PTR      pc3.cranzgot.co.za.
4      IN      PTR      pc4.cranzgot.co.za.

```

The `/var/named/named.196.28.133` file should look like:

```

$TTL 259200
@      IN      SOA      ns1.cranzgot.co.za. dnsmaster.ns1.cranzgot.co.za. (
      2000012101      ; Serial number
      10800           ; Refresh every 3 hours
      3600            ; Retry every hour
      3600000         ; Expire after 42 days
      259200 )        ; Minimum Time to Live (TTL) of 3 days

      IN      NS       ns1.cranzgot.co.za.
      IN      NS       ns2.cranzgot.co.za.

1      IN      PTR      ns1.cranzgot.co.za.
2      IN      PTR      ns2.cranzgot.co.za.
3      IN      PTR      ftp.cranzgot.co.za.

```

The `/var/named/named.160.124.182.44` file should look like:

```

$TTL 259200
@      IN      SOA      ns1.cranzgot.co.za. dnsmaster.ns1.cranzgot.co.za. (
      2000012101      ; Serial number
      10800           ; Refresh every 3 hours
      3600            ; Retry every hour
      3600000         ; Expire after 42 days
      259200 )        ; Minimum Time to Live (TTL) of 3 days

      IN      NS       ns1.cranzgot.co.za.
      IN      NS       ns2.cranzgot.co.za.

      IN      PTR      www.cranzgot.co.za.

```

Run the appropriate lines:

```

/etc/rc.d/init.d/named start
/etc/rc.d/init.d/named stop
/etc/rc.d/init.d/named restart

```

You should get messages like:

```

Jan 21 13:41:04 ns1 named[24996]: starting.  named 8.2 Fri Jan 20 11:15:20 EST 1999 ^lroot@ns1.cranzgot.co.za:
/usr/src/bs/BUILD/bind-8.2/src/bin/named
Jan 21 13:41:04 ns1 named[24996]: cache zone "" (IN) loaded (serial 0)
Jan 21 13:41:04 ns1 named[24996]: master zone "cranzgot.co.za" (IN) loaded (serial 2000012101)
Jan 21 13:41:04 ns1 named[24996]: master zone "0.0.127.in-addr.arpa" (IN) loaded (serial 2000012101)
Jan 21 13:41:04 ns1 named[24996]: master zone "1.168.192.in-addr.arpa" (IN) loaded (serial 2000012101)
Jan 21 13:41:04 ns1 named[24996]: master zone "133.28.196.in-addr.arpa" (IN) loaded (serial 2000012101)
Jan 21 13:41:04 ns1 named[24996]: master zone "44.182.124.160.in-addr.arpa" (IN) loaded (serial 2000012101)
Jan 21 13:41:04 ns1 named[24996]: listening on [127.0.0.1]:53 (lo)
Jan 21 13:41:04 ns1 named[24996]: listening on [192.168.3.9]:53 (eth0)
Jan 21 13:41:04 ns1 named[24996]: Forwarding source address is [0.0.0.0]:1060
Jan 21 13:41:04 ns1 named[24997]: Ready to answer queries.

```

If you have made typing errors, or named files incorrectly, you will get appropriate error messages. **Novice administrators are want to edit named configuration files and restart named without checking `/var/log/messages`**

for errors. *NEVER do this.*

## Configuration file details

The top-level configuration file `/etc/named.conf` has an obvious C style format. Comments are designated by `/* */`, `/**`, or `#`.

The options section in our case specifies only one parameter: the directory for locating any files. `/usr/doc/bind-8.2/html/options.html` has a complete list of options.

The lines `zone "."` {...will be present in almost all nameserver configurations. It tells named that the whole Internet is governed by the file `named.ca`. `named.ca` in turn contains the list of root nameservers.

The lines `zone "0.0.127.in-addr.arpa"` {...will also always be present. It specifies that reverse lookups for the IP address range `127.0.0.0–255` are stored in the file `named.local`. (Note that `0.0.127` is `127.0.0` written backwards. In fact, reverse lookups are just forward lookups under the domain `.in-addr.arpa`.

The rest of the file is the configuration specific to our domain.

The lines `zone "cranzgot.co.za"` {...says that info for forward lookups is located in the file `named.cranzgot.co.za`.

The lines `zone "1.168.192.in-addr.arpa"` {...says that info for reverse lookups on the IP address range `192.168.1.0–255` is located in the file `named.192.168.1`.

The lines `zone "44.182.124.160.in-addr.arpa"` {...says that info for reverse lookups on the IP address `160.124.182.44` is located in the file `named.160.124.182.44`.

## Domain SOA records

Each of the above `named.` files has a similar format. They begin with `$TTL` line and then an `@ IN SOA`. `TTL` stands for *Time To Live* (the default expiry time for all subsequent entries — merely prevents a No default TTL set... warning message). `SOA` stands for *Start of Authority*. The hostname on the first line specifies the authority for that domain, and the adjacent `<user> . <hostname>` specifies the email address of the responsible person.

The next few lines contain timeout specifications for cached data and data propagation across the net. These are reasonable defaults, but if you would like to tune these values, consult the relevant documentation listed above. The values are all in seconds.

The *serial number* for the file (i.e. `2000012101`) is used to tell when a change has been made and hence that new data should be propagated to other servers. When updating the file in any way, this serial number should be incremented. The format is conventionally `YYYYMMDDxx` — exactly ten digits. `xx` begins with, say, `01` and is incremented with each change made during a day.

**It is absolutely essential that the serial number be updated whenever a file is edited. If not, the changes will not be reflected through the rest of the Internet.**

## Dotted and non-dotted hostnames

If a hostname in a ends in a `.` then it signifies that it a fully qualified hostname. If it does not end in a `.` then it signifies that the domain should be appended to the hostname. This feature is purely to make files more elegant.

For instance, The line

ftp	IN	A	196.28.133.3
-----	----	---	--------------

could just as well be written

```
ftp.cranzgot.co.za.  IN      A      196.28.133.3
```

Always be careful to properly end qualified hostnames with a dot, since failing to do so causes `named` to append a further domain.

## Empty hostnames

An omitted hostname is substitute with the domain. The purpose of this notation is also for elegance. For example

```
                IN      NS      ns1.cranzgot.co.za.
```

is the same as

```
cranzgot.co.za.  IN      NS      ns1.cranzgot.co.za.
```

## NS, MX, PTR, A and CNAME records

Each DNS record appears on a single line, associating some hostname/domain or IP address with some other hostname or IP address.

It is hence easy to construct a file that makes the Internet think anything you want it to about your organisation.

The most basic type of record is the A and PTR records. They simply associates a hostname with an IP number, or an IP number with a hostname respectively. You should not have more than one host associated to a particular IP number.

The CNAME record says that a host is just an alias to another host. So rather have

```
ns1             IN      A      196.28.144.1
mail1          IN      CNAME   ns1.cranzgot.co.za.
```

than,

```
ns1             IN      A      196.28.144.1
mail1          IN      A      196.28.144.1
```

Finally, NS and MX records,

```
<domain>       IN      NS      <nameserver>
<domain>       IN      MX      <mailserver>
```

just state that domain `<domain>` has a nameserver/mailserver `<nameserver>` or `<mailserver>` respectively.

## 40.1 Configuring named for dialup use

If you have a dialup connection, the nameserver should be configured as what is called a *caching-only* nameserver. Of course there is no such thing as a *caching-only* nameserver — it just means that the `name.` files have only a few essential records in them. The point of a caching server is to prevent spurious DNS lookups that may eat

modem bandwidth or cause a dial-on-demand server to initiate a dialout. It also prevents applications blocking waiting for DNS lookup. (A typical example of this is `sendmail`, which blocks for couple of minutes when a machine is turned on without the network plugged in; and `netscape 4`, which tries to look up the IP address of `news.<localdomain>`.)

The `/etc/name.conf` file should look as follows. Replace `<nameserver>` with the IP address of the name-server your ISP has given you. Your local machine name is assumed to be `cericon.priv.ate`. (The following listings are minus superfluous comments and newlines for the purposes of brevity):

```
options {
    forwarders {
        <nameserver>;
    };
    directory "/var/named";
};

zone "." { type hint; file "named.ca"; };
zone "priv.ate" { type master; file "named.priv.ate"; };
zone "0.0.127.in-addr.arpa" { type master; file "named.local"; };
zone "168.192.in-addr.arpa" { type master; file "named.192.168"; };
```

The `/var/named/named.ca` file is the same as before. The `/var/named/named.priv.ate` file should look like:

```
$TTL 259200
@      IN      SOA      cericon.priv.ate. root.cericon.priv.ate.
      ( 2000012101 10800 3600 36000000 259200 )
      IN      NS       cericon.priv.ate.
cericon IN     A        192.168.1.1
news   IN     A        192.168.1.2
```

The `/var/named/named.local` file should look like:

```
$TTL 259200
@      IN      SOA      localhost. root.localhost.
      ( 2000012101 10800 3600 36000000 259200 )
      IN      NS       localhost.
1      IN      PTR      localhost.
```

The `/var/named/named.192.168` file should look like:

```
$TTL 259200
@      IN      SOA      localhost. root.localhost.
      ( 2000012101 10800 3600 36000000 259200 )
      IN      NS       localhost.
1.1    IN     PTR      cericon.priv.ate.
```

In addition to the above, your `hostname` and `domainname` have to be configured as per Chapter 27.

## Dynamic IP addresses

The one contingency of dialup machines is that IP addresses are often dynamically assigned. So your `192.168.` addresses aren't going to apply. Probably one way to get around this is to get a feel for what IP addresses you are likely to get by dialling in a few times. Assuming you know that your ISP always gives you `196.26.x.x`, you can have a reverse lookup file named `.196.26` with nothing in it. This will just cause reverse lookups to fail instead of blocking.



This is actually a bad idea because an application may legitimately need to reverse lookup in this range. The real complete solution would involve creating a script to modify the `named.conf` file and restart `named` upon each dialup.

For instance, `pppd` (from the `ppp-2.x.x` package) executes a user defined script upon a successful dial. This script would be run by `pppd` after determining the new IP address. The script should create a complete `named` configuration based on the current IP and then restart `named`.

In Section 41.3 we show a dynamic DNS configuration that does this.

Both of these plans may be unnecessary. It is probably best to identify the particular application that is causing a spurious dial-out, or causing a block, and then apply your creativity for the particular case. For instance, in my own case, a setup had `netscape` taking minutes to start up — rather irritating to the user. I immediately diagnosed that `netscape` was trying to do a reverse lookup of some sort. An `strace` revealed that it was actually trying to find a news server on the local domain. Simply creating a news record pointing to the local machine fixed the problem. ↵ Actually it could also have been fixed in the Netscape configuration were the news server can be specified. ↵.

## 40.2 Secondary or slave DNS servers

`named` can operate as a backup server to another server also called a *slave* or *secondary* server.

Like the caching-only server there is no such thing as a *secondary* server. Its just the same `named` running with reduced info.

Lets say we would like `ns2.cranzgot.co.za` to be a secondary to `ns1.cranzgot.co.za`. The `named.conf` file would look as follows:

```

options {
    directory "/var/named";
    // query-source address * port 53;
};
5
/* The list of root servers: */
zone "." {
    type hint;
    file "named.ca";
10 };

/* Forward lookups of hosts in my domain: */
zone "cranzgot.co.za" {
    type slave;
    file "named.cranzgot.co.za";
15 masters {
        196.28.144.1;
    };
};
20

/* Reverse lookups of the localhost: */
zone "0.0.127.in-addr.arpa" {
    type master;
    file "named.local";
25 };

/* Reverse lookups of local IP numbers: */
zone "1.168.192.in-addr.arpa" {
    type slave;
30 file "named.192.168.1";
}
```

```
        masters {
            196.28.144.1;
        };
};
35
/* Reverse lookups of 196.28.133.* Internet IP numbers: */
zone "133.28.196.in-addr.arpa" {
    type slave;
    file "named.196.28.133";
40
    masters {
        196.28.144.1;
    };
};

45
/* Reverse lookup of 160.124.182.44 only: */
zone "44.182.124.160.in-addr.arpa" {
    type slave;
    file "named.160.124.182.44";
50
    masters {
        196.28.144.1;
    };
};
```

Where an entry has a “master” in it, you must supply the appropriate file. Where an entry has a “slave” in it, named will automatically download the file from 196.28.144.1 (i.e. ns1.cranzgot.co.za) the first time a lookup is required from that domain.

*An that's DNS!*

## Chapter 41

# Point to Point Protocol — Dialup Networking

Dial up networking is unreliable and difficult to configure. This is simply because telephones were not designed for data. However, considering that the telephone network is by far the largest electronic network on the globe, it makes sense to make use of it. This is why modems were created. On the other hand the recent advent of ISDN is slightly more expensive and a better choice for all but home dial-up. See Section 41.5 for more info.

### 41.1 Basic Dialup

For home use, dial up network is not all that difficult to configure. `/usr/doc/HOWTO/PPP-HOWTO` contains lots on this. For my machine this boils down to creating the files `/etc/ppp/chap-secrets` and `/etc/ppp/pap-secrets` both containing the following line of text,

```
<username> * <password> *
```

although only one of the files will be used. And then running the following command at a shell prompt:

```
pppd connect \
    "chat -S -s -v \
    '' 'AT S7=45 S0=0 L1 V1 X4 &c1 E1 Q0' \
    OK ATDT<tel-number> CONNECT '' \
    name: <username> assword: '\q<password>' \
    con: ppp" \
    /dev/<modem> 57600 debug crtscts modem lock nodetach \
    hide-password defaultroute \
    user <username>
```

This is a minimalist's dial in command and it's specific to **my** ISP only. Don't use the exact command unless you have an account with the *Internet Solution* ISP in South Africa, prior to the year 2000.

The command-line options are explained as follows:

**connect <script>** This is the script that `pppd` is going to use to start things up. When you use a modem manually (as you will be shown further below), you need to go through the steps of initialising the modem, causing a dial, connecting, logging in, and finally telling the remote computer that you would like to start modem *data communication* mode, called the *point to point protocol*, or *PPP*. The `<script>` is the automation of this manual procedure.

**chat -S -s -v <expect> <send> <expect> <send> ...** This is the `<script>` proper. `chat` has a man page and other uses besides with modem communications. `-S` means to log messages to the terminal and not to SYSLOG; `-s` means to log to stderr; `-v` means verbose output. After the options, comes a list of things the modem is likely to say, alternated with appropriate responses. This is called an *expect-send* sequence. The `AT S7=...` sequence initialises the modem to something we would like. For many modems this could just be `ATZ`. What works best for your modem can be discovered by looking in the manual that came with it. It will talk about the AT command set in detail and is essential reading for anyone doing serious PPP work. `\q` means to **not** print the password amidst the debug output — very important.

**/dev/tty??** This tells the device you are going to use. This will usually be `/dev/ttyS0`, `/dev/ttyS1`, `/dev/ttyS2` or `/dev/ttyS3`.

**57600** The speed the modem is to be set to. This is only the speed between the PC and the modem, and has nothing to do with the actual data throughput. It should be set as high as possible except in the case of very old machines whose serial ports may possibly only handle 38400.

**debug** is to output debug information. This is useful for diagnosing problems.

**crtscts** Use hardware flow control.

**modem** Use modem control lines. This is actually the default.

**lock** Create a *UUCP style* lock file in `/var/lock/`. This is just a file of the form `/var/lock/LCK..tty??` that tells other applications that the serial device is in use. For this reason, you **must not** call the device `/dev/modem` or `/dev/cua?`.

**nodetach** Don't go into the background. This allows you to watch `pppd` run and stop it with `^C`.

**defaultroute** Create an IP route after PPP comes alive. Henceforth, packets will go to the right place.

**hide-password** Do not show the password in the logs. This is important for security.

**user <username>** Specifies the line from the `/etc/ppp/chap-secrets` and `/etc/ppp/pap-secrets` file to use. There is usually only one.

### 41.1.1 Determining your chat script

To determine the list of expect-send sequences, you need to do a manual dial in. The command

```
dip -t
```

stands for *dial-IP* and talks directly to your modem.

The following session demonstrates a manual dial for user `psheer`. Using `dip` manually like this is a game of trying to get the garbage lines you see below: this is PPP starting to talk. When you get this junk you have won, and can press `^C`. Then paste your session for future reference.

```
[root@cericon root]# dip -t
DIP: Dialup IP Protocol Driver version 3.3.7o-uri (8 Feb 96)
Written by Fred N. van Kempen, MicroWalt Corporation.

5  DIP> port ttyS0
    DIP> speed 57600
    DIP> term
    [ Entering TERMINAL mode. Use CTRL-] to get back ]
    ATZ
10  OK
    ATDT4068500
```

```

CONNECT 26400/ARQ/V34/LAPM/V42BIS
Checking authorization, lease wait...
name:psheer
15 password:

c2-ctn-icon:ppp
Entering PPP mode.
Async interface address is unnumbered (FastEthernet0)
20 Your IP address is 196.34.157.148. MTU is 1500 bytes

~Y}#A!}!e} }3}"&} }*} } }~}&4}2Iq}'"}({}N$~Y}#A!}!r} }4}"&} }
[ Back to LOCAL mode. ]
DIP> quit
25 You have mail in /var/spool/mail/root
[root@cericon root]#

```

Now you can modify the above chat script as you need. The kinds of things that will differ are trivial: like having `login:` instead of `name:`. Some also require you to type something instead of `ppp`, and some require nothing to be typed after your password. Some further require nothing to be typed at all, thus immediately entering PPP mode.

### 41.1.2 CHAP and PAP

You may ask why there are `/etc/ppp/chap-secrets` and `/etc/ppp/pap-secrets` files if a username and password is already specified inside the chat script. *CHAP* (Challenge Handshake Authentication Protocol) and *PAP* (Password Authentication Protocol) are authentication mechanisms used *after* logging in — in other words, somewhere amidst the `~Y}#A!}!e} }3}"&} }*} } }~}&4}2Iq}'"}({}N$~Y}#A!}!r} }4}"&} }`.

### 41.1.3 Running pppd

If you run the `pppd` command above, you will get output something like this:

```

send (AT S7=45 S0=0 L1 V1 X4 &c1 E1 Q0~M)
expect (OK)
AT S7=45 S0=0 L1 V1 X4 &c1 E1 Q0~M~M
OK
5 -- got it

send (ATDT4068500~M)
expect (CONNECT)
^M
10 ATDT4068500~M~M
CONNECT
-- got it

send (^M)
expect (name:)
45333/ARQ/V90/LAPM/V42BIS~M
Checking authorization, Please wait...~M
username:
20 -- got it

send (psheer~M)
expect (assword:)
psheer~M
password:
25 -- got it

send (??????)
expect (con:)
^M
^M
30 c2-ctn-icon:
-- got it

send (ppp~M)
Serial connection established.
Using interface ppp0
Connect: ppp0 <-> /dev/ttyS0
sent [LCP ConfReq id=0x1 <asyncmap 0x0> <magic 0x88c5a54f> <pcomp> <accomp>]
rcvd [LCP ConfReq id=0x3d <asyncmap 0xa0000> <magic 0x3435476c> <pcomp> <accomp>]
40 sent [LCP ConfAck id=0x3d <asyncmap 0xa0000> <magic 0x3435476c> <pcomp> <accomp>]
rcvd [LCP ConfAck id=0x1 <asyncmap 0x0> <magic 0x88c5a54f> <pcomp> <accomp>]
sent [IPCP ConfReq id=0x1 <addr 192.168.3.9> <compress VJ 0f 01>]
sent [CCP ConfReq id=0x1 <deflate 15> <deflate(old#) 15> <bsd v1 15>]
rcvd [IPCP ConfReq id=0x45 <addr 168.209.2.67>]
45 sent [IPCP ConfAck id=0x45 <addr 168.209.2.67>]
rcvd [IPCP ConfRej id=0x1 <compress VJ 0f 01>]

```

```

sent [IPCP ConfReq id=0x2 <addr 192.168.3.9>]
rcvd [LCP ProtRej id=0x3e 80 fd 01 01 00 0f 1a 04 78 00 18 04 78 00 15 03 2f]
rcvd [IPCP ConfNak id=0x2 <addr 196.34.157.131>]
50 sent [IPCP ConfReq id=0x3 <addr 196.34.157.131>]
rcvd [IPCP ConfAck id=0x3 <addr 196.34.157.131>]
local IP address 196.34.25.95
remote IP address 168.209.2.67
Script /etc/ppp/ip-up started (pid 671)
55 Script /etc/ppp/ip-up finished (pid 671), status = 0x0
Terminating on signal 2.
Script /etc/ppp/ip-down started (pid 701)
sent [LCP TermReq id=0x2 "User request"]
rcvd [LCP TermAck id=0x2]

```

You can see the expect-send sequences working, so its easy to correct if you made a mistake somewhere.

At this point you might want to type `route -n` and `ifconfig` in another terminal:

```

Kernel IP routing table
Destination      Gateway          Genmask          Flags Metric Ref    Use Iface
168.209.2.67     0.0.0.0         255.255.255.255  UH      0      0      0 ppp0
127.0.0.0        0.0.0.0         255.0.0.0        U        0      0      0 lo
5 0.0.0.0         168.209.2.69    0.0.0.0          UG      0      0      0 ppp0

```

```

lo          Link encap:Local Loopback
            inet addr:127.0.0.1  Mask:255.0.0.0
            UP LOOPBACK RUNNING  MTU:3924  Metric:1
            RX packets:2547933 errors:0 dropped:0 overruns:0 frame:0
5            TX packets:2547933 errors:0 dropped:0 overruns:0 carrier:0
            collisions:0 txqueuelen:0

ppp0        Link encap:Point-to-Point Protocol
            inet addr:196.34.25.95 P-t-P:168.209.2.67  Mask:255.255.255.255
10            UP POINTOPOINT RUNNING NOARP MULTICAST MTU:1500 Metric:1
            RX packets:7 errors:0 dropped:0 overruns:0 frame:0
            TX packets:7 errors:0 dropped:0 overruns:0 carrier:0
            collisions:0 txqueuelen:10

```

This clearly shows what `pppd` has done: both creating a network device as well as a route to it.

If your name server is configured, you should now be able to `ping metalab.unc.edu` or some well known host.

## 41.2 Dial on demand

Dial-on-demand really just involves adding the `demand` option to the `pppd` command-line above. The other way of doing dial-on-demand is using the `diald` package, but here we discuss the `pppd` implementation.

With the `demand` option, you will notice that spurious dial-outs take place. You need to add some filtering rules to ensure that only the services you are interested in cause a dial-out. This is not ideal since there is still the possibility of other services connecting on ports outside of the 1-1024 range. In addition you should also make sure there are no services running except the ones you are interested in.

A firewall script might look as follows. This uses the old `ipfwadm` command possibly called `/sbin/ipfwadm-wrapper` on your machine ↵ The newer `ipchains` command is soon to be superceded by a completed different packet filtering system in kernel 2.4 hence I see no reason to change from `ipfwadm` at this point.↵ The ports 21, 22, 25, 53, 80, 113 and 119 represent `ftp`, `ssh` (Secure Shell), `smtp` (Mail), `domain` (DNS), `www`, `auth` and `nnntp` (News) services respectively. The `auth` service is not needed, but should be kept open so that connecting services get a failure instead of waiting for a timeout. You can comment out the `auth` line in `/etc/inetd.conf` for security.

```

# enable ip forwarding and dynamic address changing
echo 1 > /proc/sys/net/ipv4/ip_forward
echo 1 > /proc/sys/net/ipv4/ip_dynaddr

```

```

5 # masquerading for ftp requires special handling
  /sbin/modprobe ip_masq_ftp

# clear all firewall rules
  /sbin/ipfwadm -O -f
10 /sbin/ipfwadm -I -f

# Allow all local comms
  /sbin/ipfwadm -O -a accept -D 192.168.0.0/16
  /sbin/ipfwadm -O -a accept -D 192.168.0.0/16
15 /sbin/ipfwadm -O -a accept -D 127.0.0.0/24
  /sbin/ipfwadm -O -a accept -D 127.0.0.0/24
  /sbin/ipfwadm -I -a accept -S 192.168.0.0/16
  /sbin/ipfwadm -I -a accept -S 192.168.0.0/16
  /sbin/ipfwadm -I -a accept -S 127.0.0.0/24
20 /sbin/ipfwadm -I -a accept -S 127.0.0.0/24

# allow ports outgoing
  /sbin/ipfwadm -O -a accept -P tcp -D 0.0.0.0/0 20 21 22 25 53 80 119
  /sbin/ipfwadm -O -a accept -P udp -D 0.0.0.0/0 53
25

# restrict all other ports outgoing
  /sbin/ipfwadm -O -a deny -P tcp -D 0.0.0.0/0 1:1023
  /sbin/ipfwadm -O -a deny -P udp -D 0.0.0.0/0 1:1023

30 # allow ports incoming
  /sbin/ipfwadm -I -a accept -P tcp -D 0.0.0.0/0 20 113

# restrict all other ports
  /sbin/ipfwadm -I -a deny -P tcp -D 0.0.0.0/0 1:1023
35 /sbin/ipfwadm -I -a deny -P udp -D 0.0.0.0/0 1:1023

# deny anything else
  /sbin/ipfwadm -I -a deny -P icmp -D 0.0.0.0/0
  /sbin/ipfwadm -O -a deny -P icmp -D 0.0.0.0/0

```

IP masquerading can be done with:

```

# Masquerade the domain 192.168.2.0/255.255.128.0
/sbin/ipfwadm -F -f
/sbin/ipfwadm -F -p deny
/sbin/ipfwadm -F -a m -S 192.168.0.0/17 -D 0.0.0.0/0

```

The pppd script becomes (note that you need pppd-2.3.11 or later for this to work as I have it here):

```

pppd connect \
    "chat -S -s -v \
      ' ' 'AT S7=45 S0=0 L1 V1 X4 &c1 E1 Q0' \
      OK ATDT<tel-number> CONNECT ' ' \
5      name: <username> assword: '\q<password>' \
      con: ppp" \
  /dev/ttyS0 57600 debug crtscts modem lock nodetach \
  hide-password defaultroute \
  user <username> \
10  demand \
  :10.112.112.112 \
  idle 180 \
  holdoff 30

```

## 41.3 Dynamic DNS

(See also Chapter 40 for other named setups, and Chapter 27 for configuring your machine's DNS lookups.)

Having `pppd` give IP connectivity on demand is not enough. You also need to your DNS configuration to change dynamically to reflect the current IP address that your ISP would have assigned you.

Now on creation of a connection, `pppd` runs `/etc/ppp/ip-up`, which in turn runs `/etc/ppp/ip-up.local`. Creating `/etc/ppp/ip-up.local` as the following script, correctly sets up bind. This script assumes that you have one `eth0` interface with the IP `192.168.1.1` and that this interface is the gateway for a LAN of four machines `masq-a`, `masq-b`, `masq-c` and `masq-d`. The domain name of your LAN should be some non-existing name like `my-lan.priv`.

```
#!/bin/sh

#      $1      $2      $3      $4      $5      $6
# interface-name tty-device speed local-IP-address remote-IP-address ipparam

5  mkdir /etc/named-dynamic/ >& /dev/null

SERIAL='expr 2000000000 + `date +%s`' / 10`
IP=$4
10 ARPA='echo $IP | cut -f4 -d.`echo $IP | cut -f3 -d.`echo $IP | cut -f2 -d.`echo $IP | cut -f1 -d.`
    NAMESERVER=<name-server-of-your-isp>
    HOST='hostname | cut -f1 -d.`
    DOMAIN='hostname | cut -f2,3,4,5,6 -d.`

15 cat > /etc/resolv.conf <<EOF
search $DOMAIN
nameserver 127.0.0.1
options timeout:18 attempts:4
EOF

20 cat > /etc/host.conf <<EOF
order hosts,bind
multi on
EOF

25 cat > /etc/named.conf <<EOF
options {
    forwarders { $NAMESERVER; }; directory "/etc/named-dynamic/";
    dialup yes; notify no; forward only
30 };
zone "." {
    zone "0.0.127.in-addr.arpa" { type master; file "named.ca"; };
    zone "1.168.192.in-addr.arpa" { type master; file "named.192.168.1"; };
    zone "$ARPA.in-addr.arpa" { type master; file "named.$IP"; };
35 zone "$DOMAIN" { type master; file "named.$DOMAIN"; };
EOF

cat > /etc/named-dynamic/named.local <<EOF
40 @      IN      SOA      localhost. root.localhost. ( $SERIAL 28800 14400 3600000 345600 )
      IN      NS       localhost.
1      IN      PTR      localhost.
EOF

45 cat > /etc/named-dynamic/named.ca <<EOF
.      36000000 IN NS      A.ROOT-SERVERS.NET.
A.ROOT-SERVERS.NET. 36000000 A      198.41.0.4
.      36000000 NS       B.ROOT-SERVERS.NET.
B.ROOT-SERVERS.NET. 36000000 A      128.9.0.107
.      36000000 NS       C.ROOT-SERVERS.NET.
50 C.ROOT-SERVERS.NET. 36000000 A      192.33.4.12
.      36000000 NS       D.ROOT-SERVERS.NET.
D.ROOT-SERVERS.NET. 36000000 A      128.8.10.90
.      36000000 NS       E.ROOT-SERVERS.NET.
55 E.ROOT-SERVERS.NET. 36000000 A      192.203.230.10
.      36000000 NS       F.ROOT-SERVERS.NET.
F.ROOT-SERVERS.NET. 36000000 A      192.5.5.241
.      36000000 NS       G.ROOT-SERVERS.NET.
G.ROOT-SERVERS.NET. 36000000 A      192.112.36.4
.      36000000 NS       H.ROOT-SERVERS.NET.
60 H.ROOT-SERVERS.NET. 36000000 A      128.63.2.53
.      36000000 NS       I.ROOT-SERVERS.NET.
I.ROOT-SERVERS.NET. 36000000 A      192.36.148.17
.      36000000 NS       J.ROOT-SERVERS.NET.
65 J.ROOT-SERVERS.NET. 36000000 A      198.41.0.10
.      36000000 NS       K.ROOT-SERVERS.NET.
K.ROOT-SERVERS.NET. 36000000 A      193.0.14.129
.      36000000 NS       L.ROOT-SERVERS.NET.
L.ROOT-SERVERS.NET. 36000000 A      198.32.64.12
.      36000000 NS       M.ROOT-SERVERS.NET.
70 M.ROOT-SERVERS.NET. 36000000 A      202.12.27.33
EOF

cat > /etc/named-dynamic/named.$IP <<EOF
75 @      IN      SOA      localhost. root.localhost. ( $SERIAL 28800 14400 3600000 345600 )
      IN      NS       $HOST.$DOMAIN.
      IN      PTR      $HOST.$DOMAIN.
EOF

80 cat > /etc/named-dynamic/named.192.168.1 <<EOF
@      IN      SOA      localhost. root.localhost. ( $SERIAL 28800 14400 3600000 345600 )
      IN      NS       $HOST.$DOMAIN.
```



```

1      IN      PTR      $HOST.$DOMAIN.
2      IN      PTR      masq-a.$DOMAIN.
3      IN      PTR      masq-b.$DOMAIN.
85     4      IN      PTR      masq-c.$DOMAIN.
5      IN      PTR      masq-d.$DOMAIN.
EOF
cat > /etc/named-dynamic/named.$DOMAIN <<EOF
90     @      IN      SOA      localhost. root.localhost. ( $SERIAL 28800 14400 3600000 345600 )
      IN      NS      $HOST.$DOMAIN.
$HOST  IN      A      $IP
masq-a IN      A      192.168.1.2
masq-b IN      A      192.168.1.3
95     masq-c IN      A      192.168.1.4
      masq-d IN      A      192.168.1.5
EOF
killall -l named

```

The options `dialup yes; notify no; forward first` tell `bind` to use the link as little as possible; not send notify messages (there are no slave servers on our LAN to notify; and try forward requests to the name server under `forwarders` before trying to answer them itself; respectively.

There is one problem with this configuration. Queued DNS requests are flushed when the configuration is reread with `killall -l named`. When you try, say `ftp sunsite.unc.edu`, the first DNS request by `ftp` causes a dial-out, but then is discarded. The next DNS request (18 seconds later — `options timeout:18 attempts:4`) also doesn't make it (dial-outs take more than 30 seconds on my machine). Only the third request gets through. What is really needed is a DNS program designed especially for masquerading dynamically-assigned-IP servers.

The above scripts are probably over-kill, so use them sparingly. For example, there is probably no application that really needs forward and reverse lookups on the `ppp0` device, hence you can do with a DNS configuration that doesn't need restarting on every dial-out. The `bind` documentation promises better support for dialup servers in the future.

There is a further option: that is to use the `dnrd`, a DNS package especially for dial-out servers. It was not created with dial-on-demand in mind though, hence it has some limitations.

## 41.4 Using tcpdump to watch your connection

If a dial out does occur unexpectedly, you can run `tcpdump` to dump packets going to your `ppp0` device. This will probably highlight the error. You can then look at the TCP port of the service and try to figure out what process the packet might have come from. The command is:

```
tcpdump -n -N -f -i ppp0
```

`tcpdump` is also discussed in Section ??.

## 41.5 Using ISDN instead of Modems

A lot of companies will see a regular modem as the best way to get connected to the Internet. Because ISDN is considered esoteric, they may have not looked at it as an option. In fact ISDN is preferable everywhere except for single user dial-up (i.e. home use).

For those who are not familiar with ISDN, this paragraph will give you a quick summary. ISDN stands for *Integrated Services Digital Network*. ISDN lines are like regular telephone lines, except that an ISDN line comes with two analogue and two digital channels. The analogue channels are regular telephone lines in every respect — just plug your phone in and start making calls. The digital lines each support 64 kilobits/second data transfer — only ISDN communication equipment is meant to plug into these. To communicate over the digital line you need to dial an ISP just like with a regular telephone. Now it used to be that only very expensive ISDN routers could work with

ISDN, but ISDN modems and ISDN ISA/PCI cards have become cheap enough to allow anyone to use ISDN, while most telephone companies will install an ISDN line as readily as a regular telephone line. So you may ask what's with the "Integrated Services". I suppose it was thought that this service, in both allowing data as well as regular telephone, would be the ubiquitous communications service. This remains to be seen.

If you have a hundred ISDN boxes to setup, it would be well worth it to buy internal ISDN cards: they are really low priced these days. Configuring these is not covered here for now. However, if you have one ISDN box to configure and no clue about ISDN, an internal card is going to waste your time. In this case a ISDN external modem is the best option. These are devices designed as drop in replacements to a normal external modem — they plug into your serial port and accept (probably ignore) the same AT command strings as a normal modem.

Although these are *supposed* to be drop in replacements, ISDN *is* a completely different technology. In particular, there are different protocols for different countries which have to be specified to the card. I myself have not ever had to set up ISDN, but the advice I get so far is:

For an Asyscom modem running on a particular ISP here in South Africa we had to enter the AT commands:

```
ATB4
ATP=17
```

and also add `asynctmap 0x00000000` to the `pppd` command-line.

Also `ATDTXXXXXXX` should become just `ATDXXXXXXX`.

Another source of info recommends for Zyxel modems `ATB20` for V.120 Standard LAPD and euro DSS1 protocols, and `ATB40` for 64K sync PPP used with CISCO ISP equipment. And then also

```
AT&ZI4=0
AT&W0
ATZ0
```

This should give you an idea of what you may have to change to get ISDN working, it is by no means a product endorsement.

Be weary when setting up ISDN. ISDN dials **really** fast. It can dial out a thousand times in a few minutes which is expensive.

## Chapter 42

# The LINUX Kernel Source, Modules and Hardware Support

This chapter will explain how to configure, patch and build a kernel from source.

### 42.1 Kernel constitution

A kernel installation consists of the kernel boot image, the kernel modules, the `System.map` file, the kernel headers (needed only for development) and various support daemons (already provided by your distribution). This constitutes everything that is called “Linux” under LINUX, and is built from about 50 megabytes of C code of around 1.5 million lines. This is also why you should rather call LINUX “GNU/Linux”, because most of the important base libraries and utilities, including the C compiler, were the efforts of the Free Software Foundation who began the GNU project. On the other hand, I personally feel that a critical part of LINUX is the X Window System which runs on *all* UNIX’s and is not GNU. It comprises over 2 million lines of code, containing copyrights that go back to 1985. “GNU/X-Windows-System/Linux” anyone?

- The LINUX kernel image is a 400–600 kilobyte file that sits in `/boot/` (See Chapter 31). If you look in this directory you may see several of them, which to boot is probably available to you to choose at boot time, through `lilo`.

The kernel in `/boot/` is compressed. I.e. it is `gzip` compressed and is actually about twice the size when unpacked into memory on boot.

- The kernel also has detached parts called *modules*. These all sit in `/lib/modules/<version>/`. They are categorised into the subdirectories below this directory. In kernel 2.2 there were about 400 modules totalling about 9 megabytes.

Modules are actually just shared object files, like the `.o` files we created in Section 23.2. They are not quite the same as Windows device drivers, in that it is not generally possible to use a module on another kernel besides the one it was compiled for — hence the name “module” is used instead of “driver”. Modules are separated out of the kernel image purely to save RAM. Modules are sometimes *compiled into* the kernel in the same way that our test program was statically linked on page 158. In this case they would be absent from `/lib/modules/<version>/`, and should not really be called modules. Further below, I show how to create compiled-in or compiled-out versions of modules when rebuilding the kernel.

- Next there is the `System.map` file in `/boot` also. It is used by `klogd` to resolve kernel address references to symbols, so as to write logs about them, and then also by `depmod` to work out *module dependencies* (what modules need what other modules to be loaded first).

- Finally the kernel headers `/usr/src/linux/include` are used when certain packages are built.
- The “various support daemons” should be running already. Since 2.2 these have been reduced to `klogd` only. The other kernel daemons that appear to be running are generated by the kernel itself.

## 42.2 Kernel version numbers

The kernel is versioned like other packages: `linux-major.minor.patch`. Development kernels are given odd minor version numbers, while stable kernels are given even minor version numbers. At the time of writing, the stable kernel was 2.2.17, and 2.4.0 was soon to be released. By the time you read this, 2.4.0 will be available. This chapter should be entirely applicable to future stable releases of 2.4.

## 42.3 Modules, `insmod` command and siblings

A module is usually a device driver pertaining to some device node generated with the `mknod` command, or already existing in the `/dev/` directory. For instance, the SCSI driver automatically locks onto device major = 8, minor = 0, 1, ..., when it loads; and the Sound module onto device major = 14, minor = 3 (`/dev/dsp`), and others. The modules people most often play with are SCSI, Ethernet, and Sound modules. There are also many modules that support extra features instead of hardware.

Modules are loaded with the `insmod` command, and removed with the `rmmmod` command. This is somewhat like the operation of linking shown in the Makefile on page 161. To list currently loaded modules, use `lsmod`. Try: (kernel 2.4 paths are different and are given in braces)

```
insmod /lib/modules/<version>/fs/fat.o
( insmod /lib/modules/<version>/kernel/fs/fat/fat.o )
lsmod
rmmmod fat
lsmod
```

`rmmmod -a` further removes all unused modules.

Modules sometimes need other modules to be present in order to load. If you try to load a module and it gives `<module-name>: unresolved symbol <symbol-name> error` messages, then it requires something else to be loaded first. The `modprobe` command loads a module along with other modules that it depends on. Try,

```
insmod /lib/modules/2.2.12-20/fs/vfat.o
( insmod /lib/modules/<version>/kernel/fs/vfat/vfat.o )
modprobe vfat
```

`modprobe` however requires a table of *module dependencies*. This table is the file `/lib/modules/<version>/modules.dep` is generated automatically by your startup scripts with the command,

```
/sbin/depmod -a
```

although you can run it manually at any time. The `lsmod` listing also shows module dependencies in square braces:

Module	Size	Used by
de4x5	41396	1 (autoclean)
parport_probe	3204	0 (autoclean)
parport_pc	5832	1 (autoclean)

```

5  lp                4648  0  (autoclean)
   parport           7320  1  (autoclean) [parport_probe parport_pc lp]
   slip              7932  2  (autoclean)
   slhc              4504  1  (autoclean) [slip]
   sb                33812  0
10  uart401           6224  0  [sb]
   sound             57464  0  [sb uart401]
   soundlow          420  0  [sound]
   soundcore         2596  6  [sb sound]
   loop              7872  2  (autoclean)
15  nls_iso8859-1     2272  1  (autoclean)
   nls_cp437          3748  1  (autoclean)
   vfat              9372  1  (autoclean)
   fat               30656  1  (autoclean) [vfat]

```

## 42.4 Interrupts, IO-ports and DMA Channels

A loaded module that drives hardware will often consume IO-ports, IRQs, and possibly a DMA channel as explained in Chapter . You can get a full list of occupied resources from the `/proc/` directory:

```

[root@cericon]# cat /proc/ioports

0000-001f : dma1
0020-003f : pic1
5  0040-005f : timer
   0060-006f : keyboard
   0070-007f : rtc
   0080-008f : dma page reg
   00a0-00bf : pic2
10  00c0-00df : dma2
   00f0-00ff : fpu
   0170-0177 : ide1
   01f0-01f7 : ide0
   0220-022f : soundblaster
15  02f8-02ff : serial(auto)
   0330-0333 : MPU-401 UART
   0376-0376 : ide1
   0378-037a : parport0
   0388-038b : OPL3/OPL2
20  03c0-03df : vga+
   03f0-03f5 : floppy
   03f6-03f6 : ide0
   03f7-03f7 : floppy DIR
   03f8-03ff : serial(auto)
25  e400-e47f : DC21140 (eth0)
   f000-f007 : ide0
   f008-f00f : ide1

[root@cericon]# cat /proc/interrupts
30
      CPU0
    0:   8409034      XT-PIC  timer
    1:   157231      XT-PIC  keyboard
    2:         0      XT-PIC  cascade
35  3:   104347      XT-PIC  serial
    5:         2      XT-PIC  soundblaster
    6:        82      XT-PIC  floppy

```

```

40  7:          2          XT-PIC  parport0
    8:          1          XT-PIC  rtc
    11:         8          XT-PIC  DC21140 (eth0)
    13:          1          XT-PIC  fpu
    14:       237337          XT-PIC  ide0
    15:       16919          XT-PIC  ide1
NMI:          0
45
[root@cericon]# cat /proc/dma

50  1: SoundBlaster8
    2: floppy
    4: cascade
    5: SoundBlaster16

```

The above configuration is typical. Note that the second column of the IRQ listing shows the number of interrupts signals received from the device. Moving my mouse a little, and listing the IRQs again gives me:

```

3:      104851          XT-PIC  serial

```

showing that several hundred interrupts were since received.

## 42.5 Module options and device configuration

Device modules often need information about their hardware configuration. For instance, ISA device drivers need to know the IRQ and IO-port that the ISA card is physically configured to access. This information is passed to the module as *module options* that the module uses to initialise itself. Note that most devices will *not* need options at all. PCI cards mostly auto-detect; it is mostly ISA cards that require these options. There are five ways to pass options to a module.

1. If a module is compiled into the kernel, then the module will be initialised at boot time. `lilo` passes module options to the kernel from the command-line at the `LILLO:` prompt. For instance, at the `LILLO:` prompt, you can type `\See Section 4.4\`:

```
linux aha1542=<portbase>[,<buson>,<busoff>[,<dmaspeed>]]
```

to initialise the Adaptec 1542 SCSI driver. What these options are, and exactly what goes in them can be gotten from reading the file `/usr/src/linux-<version>/drivers/scsi/aha1542.c`. Near the top of the file are comments explaining the meaning of these options.

2. If you are using `LOADLIN.EXE` or some other DOS or Windows kernel loader, then it too can take similar options. I will not go into these.
3. `/etc/lilo.conf` can take the `append =` option as discussed on page 223. This passes options to the kernel as though you had typed them at the `LILLO:` prompt,

```
append = aha1542=<portbase>[,<buson>,<busoff>[,<dmaspeed>]]
```

This is the most common way of giving kernel boot options.

4. The `insmod` and `modprobe` commands can take options that are passed to the module. These are vastly different to the way you pass options using `append =`. For instance, you can give a compiled-in Ethernet module options like,

```
append = ether=9,0x300,0xd0000,0xd4000,eth0
append = ether=0,0,eth1
```

from within `/etc/lilo.conf`. But then, using `modprobe` on the same “compiled-out” modules, these options have to be specified like:

```
modprobe wd irq=9 io=0x300 mem=0xd0000 mem_end=0xd4000
modprobe de4x5
```

Note that the `0xd0000,0xd4000` are only applicable to a few Ethernet modules and are usually omitted. Also, the `0's` in `ether=0,0,eth1` mean to try auto-detect. To find out what options a module will take you can use the `modinfo` command shows that the `wd` driver is one of the few Ethernet drivers where you can set their RAM usage ↘ This has not been discussed, but cards can sometimes use areas of memory directly.↖.

```
[root@cericon]# modinfo -p /lib/modules/<version>/net/wd.o
( [root@cericon]# modinfo -p /lib/modules/<version>/kernel/drivers/net/wd.o )
io int array (min = 1, max = 4)
irq int array (min = 1, max = 4)
5 mem int array (min = 1, max = 4)
mem_end int array (min = 1, max = 4)
```

5. The file `/etc/modules.conf` ↘ Also sometimes called `/etc/conf.modules`, but now depreciated.↖ contains default options for `modprobe`, instead of giving them on the `modprobe` command-line. This is the preferred and most common way of giving module options. Our Ethernet example becomes:

```
alias eth0 wd
alias eth1 de4x5
options wd irq=9 io=0x300 mem=0xd0000 mem_end=0xd4000
```

Having set up an `/etc/modules.conf` file allows module *dynamic loading* to take place. This means that the kernel automatically loads the necessary module whenever the device is required (like when `ifconfig` is first used for Ethernet devices). The kernel merely tries an `/sbin/modprobe eth0`, while the `alias` line hints to `modprobe` to actually do a `/sbin/modprobe wd`. Further the `options` line means to do a `/sbin/modprobe wd irq=9 io=0x300 mem=0xd0000 mem_end=0xd4000`. In this way, `/etc/modules.conf` maps devices to drivers.

## Module documentation sources

You may like to see a complete summary of all module options with examples of each of the five ways of passing options. No such summary exists at this point, simply because there is no overall consistency, and because people are mostly interested in getting one particular device to work which will doubtless have peculiarities best discussed in a specialised document. Further, some specialised modules are mostly used in compiled-out form, while others are mostly used in compiled-in form.

To get an old or esoteric device working, it is best to read the appropriate HOWTO documents. These are: BootPrompt-HOWTO, Ethernet-HOWTO and Sound-HOWTO. The device may also be documented in `/usr/linux-<version>/Documentation/` or under one of its subdirectories, like `sound/` and `networking/`. This is documentation written by the driver authors themselves. Of particular interest is the file `/usr/src/linux/Documentation/networking/net-modules.txt`, which, although outdated, has a fairly comprehensive list of networking modules and the module options they take. Another source of documentation is the driver C code itself, like the `aha1542.c` example above. It may explain the `/etc/lilo.conf` or `/etc/modules.conf` options to use, but will often be quite cryptic. A driver is often written with only one of compiled-in or compiled-out support in mind (even though it really supports both) — rather choose whether to compile-in or compiled-out based on what is implied in the documentation or C source.

Further examples on getting common devices to work now follow.

## 42.6 Configuring various devices

Only a few devices are discussed here. See the documentation sources above for more info. I am going to concentrate here on what is *normally* done.

### Sound and pnpdump

Plug and play (PnP) ISA sound cards (like Sound Blaster cards) are possibly the more popular of anything that people have gotten working under LINUX<sup>®</sup>. Here we use the sound card example to show how to get a PnP ISA cards working in a few minutes. **This is of course applicable to cards other than sound.**

There is a utility called `isapnp`. It takes one argument, the file `/etc/isapnp.conf`, and configures all ISA plug and play devices to the IRQs and IO-ports specified therein. `/etc/isapnp.conf` is a complicated file but can be generated with another utility, `pnpdump`. `pnpdump` outputs a example `isapnp.conf` file to stdout, which contains IRQ and IO-port values allowed by your devices. You must edit these to unused values. Alternatively, you can use `pnpdump --config` to get a `/etc/isapnp.conf` file with the correct IRQ, IO-port and DMA channels automatically guessed based on an examination of the `/proc/` entries. This comes down to,

```
[root@cericon]# pnpdump --config | grep -v '^(\#.*\|\\)$' > /etc/isapnp.conf
[root@cericon]# isapnp /etc/isapnp.conf

Board 1 has Identity c9 00 00 ab fa 29 00 8c 0e: CTL0029 Serial No 44026 [checksum c9]
CTL0029/44026[0]{Audio          }: Ports 0x220 0x330 0x388; IRQ5 DMA1 DMA5 --- Enabled OK
CTL0029/44026[1]{IDE           }: Ports 0x168 0x36E; IRQ10 --- Enabled OK
CTL0029/44026[2]{Game          }: Port 0x200; --- Enabled OK
```

which gets any ISA PnP card configured with just two commands. Note that the `/etc/isapnp.gone` file can be used to make `pnpdump` avoid using certain IRQ and IO-ports. Mine contains,

```
IO 0x378,2
IRQ 7
```

to avoid conflicting with my parallel port. `isapnp /etc/isapnp.conf` must be run each time at boot, and is probably already in your startup scripts.

Now that your ISA card is enabled. You can install necessary modules. You can read the `/etc/isapnp.conf` file and also `isapnp`'s output above to reference the IO-ports to the correct module options:

```
alias sound-slot-0 sb
alias sound-service-0-0 sb
alias sound-service-0-1 sb
```



```

alias sound-service-0-2 sb
5 alias sound-service-0-3 sb
alias sound-service-0-4 sb
alias synth0 sb
post-install sb /sbin/modprobe "-k" "adlib_card"
options sb io=0x220 irq=5 dma=1 dma16=5 mpu_io=0x330
10 options adlib_card io=0x388      # FM synthesizer

```

Now `tail -f /var/log/messages` and then, at another terminal type,

```

depmod -a
modprobe sb

```

If you get no kernel or other errors, then the devices are working.

Now we want to set up dynamic loading of the module. Remove all the sound and other modules with `rmmod -a` and/or manually, and then try:

```
aumix
```

You should get a kernel log like,

```

Sep 24 00:45:19 cericon kernel: Soundblaster audio driver
Copyright (C) by Hannu Savolainen 1993-1996
Sep 24 00:45:19 cericon kernel: SB 4.13 detected OK (240)

```

Then try:

```
playmidi <somefile>.mid
```

You should get a kernel log like,

```

Sep 24 00:51:34 cericon kernel: Soundblaster audio driver
Copyright (C) by Hannu Savolainen 1993-1996
Sep 24 00:51:34 cericon kernel: SB 4.13 detected OK (240)
Sep 24 00:51:35 cericon kernel: YM3812 and OPL-3 driver
5 Copyright (C) by Hannu Savolainen, Rob Hooft 1993-1996

```

Note that if you had to comment out the alias lines, then a kernel message like `modprobe: Can't locate module sound-slot-0` would result. This indicates that the kernel is attempting a `/sbin/modprobe sound-slot-0`: a cue to insert an alias line. Actually, `sound-service-0-0,1,2,3,4` are the `/dev/mixer,sequencer,midi,dsp,audio` devices respectively. `sound-slot-0` means a card that should supply all of these. The `post-install` option means to run an additional command after installing the `sb` module; this takes care of the Adlib sequencer driver. I was tempted to try removing the `post-install` line and adding a `alias sound-service-0-1 adlib_card`. This works, but not if you run `aumix` before `playmidi` — \*shrug\*.

## Parallel port

The parallel port module is much less trouble:

```

alias parport_lowlevel parport_pc
options parport_lowlevel io=0x378 irq=7

```

Merely make sure that your IRQ and IO-Port match those in your CMOS (see Section 3.2), and that it does not conflict with any other devices.

## NIC — Ethernet, PCI and old ISA

Here I will demonstrate non-PnP ISA cards and PCI cards using Ethernet devices as an example. (NIC stands for Network Interface Cards, i.e. an Ethernet 10 or 100 Mb card.)

For old ISA cards with jumpers, you will need to check your `/proc/` files for unused IRQ and IO-ports and then physically set the jumpers. Now you can do a `modprobe` as usual, for example:

```
modinfo -p ne
modprobe ne io=0x300 irq=9
```

Of course, for dynamic loading, your `/etc/modules.conf` file must have the lines:

```
alias eth0 ne
options ne io=0x300 irq=9
```

On some occasions you will come across a card that has software configurable jumpers, like PnP, but which can only be configured using a DOS utility. In this case compiling the module into the kernel will cause it to be autoprobed on startup **without needing any other configuration**.

A worst case scenario is **a card whose make is unknown, as well its IRQ/IO-ports**. The chip number on the card may sometimes give you a hint (`grep` the kernel sources for this number), but not always. To get this card working, compile in support for several modules that you think the card is likely to be. Experience will help you make better guesses. If one of your guesses is correct, your card will almost certainly be discovered on reboot. You can find its IRQ/IO-port values in `/proc/` and run a `dmesg` to see the autoprobe message line; the message will begin with `eth0:` and contain some info about the driver. This information can be used if you decide later to use modules instead of your custom kernel.

As explained, PCI devices almost never require IRQ or IO-ports to be given as options. So long as you have the correct module, a simple

```
modprobe <module>
```

will always work. Finding the correct module can still be a problem however, because suppliers will call a card all sorts of marketable things besides the actual chipset it is compatible with. There is a utility `scanpci` (which is actually part of X) that checks your PCI slots for PCI devices. Running `scanpci` might output something like:

```

.
.
.
pci bus 0x0 cardnum 0x09 function 0x0000: vendor 0x1011 device 0x0009
5  Digital DC21140 10/100 Mb/s Ethernet

pci bus 0x0 cardnum 0x0b function 0x0000: vendor 0x8086 device 0x1229
Intel 82557/8/9 10/100MBit network controller

10 pci bus 0x0 cardnum 0x0c function 0x0000: vendor 0x1274 device 0x1371
Ensoniq es1371
```

Another utility is `lspci` from the `pciutils` package, which gives comprehensive information where `scanpci` sometimes gives none. Then a simple script (kernel 2.4 paths in braces again),

```
for i in /lib/modules/<version>/net/* ; do strings $i \
```

```

| grep -q -i 21140 && echo $i ; done
( for i in /lib/modules/<version>/kernel/drivers/net/* \
    ; do strings $i | grep -q -i 21140 && echo $i ; done )
5 for i in /lib/modules/<version>/net/* ; do strings $i \
    | grep -q -i 8255 && echo $i ; done
( for i in /lib/modules/<version>/kernel/drivers/net/* \
    ; do strings $i | grep -q -i 8255 && echo $i ; done )

```

faithfully outputs three modules `de4x5.o`, `eeepro100.o` and `tulip.o`, of which two are correct. On another system `lspci` gave,

```

.
.
.
00:08.0 Ethernet controller: Macronix, Inc. [MXIC] MX987x5 (rev 20)
5 00:0a.0 Ethernet controller: Accton Technology Corporation SMC2-1211TX (rev 10)

```

and the same for...`grep`...Accton gave `rtl8139.o` and `tulip.o` (the former of which was correct), and for...`grep`...Macronix (or even 987) gave `tulip.o`, which hung the machine. I have yet to get that card working, although Eddie across the the room claims he got a similar card working fine. Cards are cheap — there are enough working brands to not have to waist your time on difficult ones.

## PCI and Sound

The `scanpci` output just above also shows the popular Ensoniq Sound card, sometimes built into motherboards. Simply adding the line

```
alias sound es1371
```

to your `modules.conf` file will get this card working. It is relatively easy to find the type of card from the card itself — Ensoniq cards actually have `es1371` printed on one of the chips.

## Commercial Sound drivers

If your card is not listed in `/usr/src/<version>/Documentation/sound/` then you might be able to get a driver from *Open Sound* <<http://www.opensound.com>>. If you still can't find a driver, complain to the manufacturer by email.

There are a lot of sound (and other) cards whose manufacturers refuse to supply the Free software community with specs. Disclosure of programming information would enable LINUX users to buy their cards; Free software developers would produce a driver at no cost. Actually, manufacturers' reasons are often just pigheadedness.

## Multiple Ethernet cards

If you have more than one Ethernet card it is easy to specify both in your `modules.conf` file as shown in Section above. Modules compiled into the kernel only probe a single card (`eth0`) by default. Adding the line,

```
append = "ether=0,0,eth1 ether=0,0,eth2 ether=0,0,eth3"
```

will cause `eth1`, `eth2` and `eth3` to be probed as well. Further, replacing the 0's with actual values can force certain interfaces to certain physical cards. If all your cards are PCI however, you will have to get the order of assignment by experimentation ↘ Do the probes happen in order of PCI slot number? ↙.

If you have two of the same card, your kernel may complain when you try to load the same module twice. The `-o` option to `insmod` specifies a different internal name for the driver to trick the kernel into thinking that the driver is not really loaded:

```
alias eth0 3c509
alias eth1 3c509
options eth0 -o 3c509-0 io=0x280 irq=5
options eth1 -o 3c509-1 io=0x300 irq=7
```

However with the following two PCI cards this was not necessary:

```
alias eth0 rtl8139
alias eth1 rtl8139
```

## SCSI disks

SCSI (pronounced *scuzzy*) stands for *Small Computer System Interface*. SCSI is a ribbon spec and electronic protocol for communicating between devices and computers. Like your IDE ribbons, SCSI ribbons can connect to their own SCSI harddisks. SCSI ribbons have gone through some versions to make SCSI faster, the latest “Ultra-Wide” SCSI ribbons are thin, with a dense array of pins. Unlike your IDE, SCSI can also connect tape drives, scanners, and many other types of peripherals. SCSI theoretically allows multiple computers to share the same device, although I have not seen this implemented in practice. Because many UNIX hardware platforms only support SCSI, it has become an integral part of UNIX operating systems.

An enormous amount should be said on SCSI, but the bare bones is that, for 90% of situations, `insmod <pci-scsi-driver>` is all you are going to need. You can then immediately begin accessing the device through `/dev/sd?` for disks, `/dev/st?` for tapes, `/dev/scd?` for CDROM’s or `/dev/sg?` for scanners. Scanner user programs will have docs on what devices they access. SCSI’s often also come with their own BIOS that you can enter on startup (like your CMOS). This will enable you to set certain things. In some cases, where your distribution compiles-out certain modules, you may have to load one of `sd.mod.o`, `st.o`, `sr.mod.o` or `sg.o` respectively. The core `scsi.mod.o` module may also need loading, and `/dev/` devices may need to be created. A safe bet is to run,

```
cd /dev
./MAKEDEV -v sd
./MAKEDEV -v st0 st1 st2 st3
./MAKEDEV -v scd0 scd1 scd2 scd3
5 ./MAKEDEV -v sg
```

to ensure that all necessary device files exist in the first place.

It is recommended that you compile into your kernel support for your SCSI card (also called the *SCSI Host Adapter*) that you have, as well as support for tapes, CDROMs, etc. When your system next boots, everything will just autoprobe. An example system with a SCSI disk and tape gives the following in bootup:

```
(scsi0) <Adaptec AIC-7895 Ultra SCSI host adapter> found at PCI 0/12/0
(scsi0) Wide Channel A, SCSI ID=7, 32/255 SCBs
(scsi0) Cables present (Int-50 YES, Int-68 YES, Ext-68 YES)
(scsi0) Illegal cable configuration!! Only two
5 (scsi0) connectors on the SCSI controller may be in use at a time!
(scsi0) Downloading sequencer code... 384 instructions downloaded
(scsi1) <Adaptec AIC-7895 Ultra SCSI host adapter> found at PCI 0/12/1
(scsi1) Wide Channel B, SCSI ID=7, 32/255 SCBs
(scsi1) Downloading sequencer code... 384 instructions downloaded
10 scsi0 : Adaptec AHA274x/284x/294x (EISA/VLB/PCI-Fast SCSI) 5.1.28/3.2.4
    <Adaptec AIC-7895 Ultra SCSI host adapter>
scsi1 : Adaptec AHA274x/284x/294x (EISA/VLB/PCI-Fast SCSI) 5.1.28/3.2.4
```

```

    <Adaptec AIC-7895 Ultra SCSI host adapter>
scsi : 2 hosts.
15 (scsi0:0:0:0) Synchronous at 40.0 Mbyte/sec, offset 8.
    Vendor: FUJITSU   Model: MAE3091LP   Rev: 0112
    Type:   Direct-Access           ANSI SCSI revision: 02
Detected scsi disk sda at scsi0, channel 0, id 0, lun 0
(scsi0:0:3:0) Synchronous at 10.0 Mbyte/sec, offset 15.
20   Vendor: HP       Model: C1533A      Rev: A708
    Type:   Sequential-Access       ANSI SCSI revision: 02
Detected scsi tape st0 at scsi0, channel 0, id 3, lun 0
scsi : detected 1 SCSI tape 1 SCSI disk total.
SCSI device sda: hwr sector= 512 bytes. Sectors= 17826240 [8704 MB] [8.7 GB]
25   .
    .
    .
Partition check:
    sda: sda1
30   hda: hda1 hda2 hda3 hda4
    hdb: hdb1

```

You should also check Section 31.5 to find out how to boot SCSI disks when the needed module,... is on a file-system,... inside a SCSI disk,... that needs the module.

For actually using a tape drive, see page 106.

## SCSI Termination and Cooling

This is the most important section to read regarding SCSI. You may be used to IDE ribbons that just plug in and work. SCSI ribbons are not of this variety, they need to be impedance matched and terminated. These are electrical technicians' terms. Basically, it means that you must use high quality SCSI ribbons and *terminate* your SCSI device. SCSI ribbons allow many SCSI disks/tapes to be connected to one ribbon. *Terminating* means setting certain jumpers or switches on the last devices on the ribbon. It may also mean plugging the last cable connector into something else. Your adaptor documentation and disk documentation should explain what to do. If terminate incorrectly, everything may work fine, but you may get disk errors later in the life of the machine.

Cooling is another important consideration. When a disk drives documentation recommends *forced air cooling* for the drive, **they usually mean it**. SCSI drives get extremely hot and can burn out in time. Forced air cooling can mean as little as buying a cheap circuit box fan and glueing it in a strategic position. You should also use very large cases with several inches of space between drives. Anyone who has opened up a some expensive high end servers will see the attention paid to air cooling.

## CD Writers

A system with an ATAPI (IDE) CD Writer *and* ordinary CDROM will give a message on bootup like,

```

hda: FUJITSU MPE3084AE, ATA DISK drive
hdb: CD-ROM 50X L, ATAPI CDROM drive
hdd: Hewlett-Packard CD-Writer Plus 9300, ATAPI CDROM drive

```

We will explain how to get these to work in this section. (**Note that these devices should give BIOS messages before LILO: starts to indicate that they are correctly installed.**)

The /etc/modules.conf lines to get the CD Writer working are:

```

alias    scd0 sr_mod                # load sr_mod upon access of /dev/scd0
alias    scsi_hostadapter ide-scsi   # SCSI hostadaptor emulation
options  ide-cd ignore="hda hdc hdd" # Our normal IDE CD is on /dev/hdb

```

The alias `scd0` line must be left out if `sr_mod` it is compiled into the kernel — search your `/lib/modules/<version>/` directory. Note that the kernel does not support ATAPI CD Writers directly. The `ide-scsi` module *emulates* a SCSI adaptor on behalf of the ATAPI CDROM. CD Writer software expects to speak to `/dev/scd?`, and the `ide-scsi` module makes this device appear like a real SCSI CD Writer \Real SCSI CD Writers are much more expensive.\. There is one caveat: your ordinary IDE CDROM driver, `ide-cd`, will also want to probe your CD Writer like it were a normal CDROM. The `ignore` option makes the `ide-cd` module overlook any drives that should not be probed — on this system, this would be the hard disk, CD Writer and non-existent secondary master. **However**, there is no way of giving an `ignore` option to a compiled-in `ide-cd` module (which is how many distributions ship), hence read on.

An alternative is to compile in support for `ide-scsi` and completely leave out support for `ide-cd`. Your normal CDROM will work perfectly as a read only CDROM under SCSI emulation \Even with music CD's.\. This means setting the relevant sections of your kernel configuration menu:

```
<*> Enhanced IDE/MFM/RLL disk/cdrom/tape/floppy support
< >   Include IDE/ATAPI CDROM support
<*>   SCSI emulation support

5 <*> SCSI support
  <*> SCSI CD-ROM support
  [*]   Enable vendor-specific extensions (for SCSI CDROM)
  <*> SCSI generic support
```

No further configuration is needed, and on bootup, you will find messages like:

```
scsi0 : SCSI host adapter emulation for IDE ATAPI devices
scsi : 1 host.
  Vendor: E-IDE      Model: CD-ROM 50X L      Rev: 12
  Type:   CD-ROM          ANSI SCSI revision: 02
5 Detected scsi CD-ROM sr0 at scsi0, channel 0, id 0, lun 0
  Vendor: HP         Model: CD-Writer+ 9300  Rev: 1.0b
  Type:   CD-ROM          ANSI SCSI revision: 02
Detected scsi CD-ROM srl at scsi0, channel 0, id 1, lun 0
scsi : detected 2 SCSI generics 2 SCSI cdroms total.
10 sr0: scsi3-mmc drive: 4x/50x cd/rw xa/form2 cdda tray
Uniform CD-ROM driver Revision: 3.10
srl: scsi3-mmc drive: 32x/32x writer cd/rw xa/form2 cdda tray
```

If you do have a real SCSI writer, compiling in support for your SCSI card will detect it in a similar fashion. Then, for this example, the device on which to mount your CDROM is `/dev/scd0` and your CD-Writer, `/dev/scd1`.

Actual CD recording software will not be explained. The `cdrecord` program is preferred, and there are also many pretty graphical frontends.

## Serial devices

You don't need to load any modules to get your mouse and modem to work. Regular serial device (COM1 through COM4 under DOS/Windows) will auto probe on boot and are available as `/dev/ttyS0` through `/dev/ttyS3`. A message on boot like,

```
Serial driver version 4.27 with MANY_PORTS MULTIPORT SHARE_IRQ enabled
ttyS00 at 0x03f8 (irq = 4) is a 16550A
ttyS01 at 0x02f8 (irq = 3) is a 16550A
```

will testify to their correct detection.

On the other hand, multi-port serial cards can be difficult to configure. These devices are in a category all of their own. Most use a chip similar to your builtin serial port, called the *16550A UART* (Universal Asynchronous Receiver Transmitter). The kernel's generic serial code supports them, and you will not need a separate driver. The UART really *is* the serial port, and comes in the flavours 8250, 16450, 16550, 16550A, 16650, 16650V2, and 16750.

To get these cards working requires using the `setserial` command. It is used to configure the kernel's builtin serial driver. A typical example is an 8 port non-PnP ISA card with jumpers set to unused IRQ 5 and ports 0x180–0x1BF. Note that unlike most devices, many serial devices can share the same IRQ ↘ This is because serial devices set an IO-port to tell which device is sending the interrupt. The CPU just checks every serial device whenever an interrupt comes in.↖. The card is configured with:

```

cd /dev/
./MAKEDEV -v ttyS4
./MAKEDEV -v ttyS5
./MAKEDEV -v ttyS6
5 ./MAKEDEV -v ttyS7
./MAKEDEV -v ttyS8
./MAKEDEV -v ttyS9
./MAKEDEV -v ttyS10
./MAKEDEV -v ttyS11
10 /bin/setserial -v /dev/ttyS4 irq 5 port 0x180 uart 16550A skip_test
/bin/setserial -v /dev/ttyS5 irq 5 port 0x188 uart 16550A skip_test
/bin/setserial -v /dev/ttyS6 irq 5 port 0x190 uart 16550A skip_test
/bin/setserial -v /dev/ttyS7 irq 5 port 0x198 uart 16550A skip_test
/bin/setserial -v /dev/ttyS8 irq 5 port 0x1A0 uart 16550A skip_test
15 /bin/setserial -v /dev/ttyS9 irq 5 port 0x1A8 uart 16550A skip_test
/bin/setserial -v /dev/ttyS10 irq 5 port 0x1B0 uart 16550A skip_test
/bin/setserial -v /dev/ttyS11 irq 5 port 0x1B8 uart 16550A skip_test

```

You should immediately be able to use these devices as regular ports. Note that you would expect to see the interrupt in use under `/proc/interrupts`. For serial devices this is only true after data actually starts to flow. However, you can check `/proc/tty/driver/serial` to get more status information. The `setserial` man page contains more about different UART's and their compatability problems. It also explains auto-probing of the UART, IRQ and IO-ports (although it is better to be sure of your card and never use auto-probing).

Serial devices give enumerable problems. There is a very long `Serial-HOWTO` which will help you solve most of them, and go into more technical detail. It will also explain sepcial kernel support for many "non-standard" cards.

## 42.7 More on LILO: options

The `BootPrompt-HOWTO` contains an exhaustive list of things that can be typed at the boot prompt to do interesting things like NFS root mounts. This is important to read if only to get an idea of the features that `LINUX` supports.

## 42.8 Building the kernel

Summary:

```

cd /usr/src/linux/
make menuconfig
make dep
make clean

```



```

5 make bzImage
  make modules
  make modules_install
  cp /usr/src/linux/arch/i386/boot/bzImage /boot/vmlinuz-<version>
  cp /usr/src/linux/System.map /boot/System.map-<version>

```

Finally, edit `/etc/lilo.conf` and run `lilo`. Details on each of these steps follow.

### 42.8.1 Unpacking and patching

The LINUX  kernel is available from various places as `linux-?.?.?.tar.gz`, but firstly from *the* LINUX  kernel's home `<ftp://ftp.kernel.org/pub/linux/kernel/>`.

The kernel can easily be unpacked with

```

5 cd /usr/src
  mv linux linux-OLD
  tar -xzf linux-2.4.0-test6.tar.gz
  mv linux linux-2.4.0-test6
  ln -s linux-2.4.0-test6 linux
  cd linux

```

and the possibly patched with

```

5 bzip2 -cd ../patch-2.4.0-test7.bz2 | patch -s -p1
  cd ..
  mv linux-2.4.0-test6 linux-2.4.0-test7
  ln -sf linux-2.4.0-test7 linux
  cd linux
  make mrproper

```

Your `2.4.0-test6` kernel source tree is now a `2.4.0-test7` kernel source tree. You will often want to patch the kernel with features that Linus was lame to include, like the ingenious Reiser File System. You can do this the same way.

Important is that the following include directories point to the correct directories in the kernel source tree:

```

ls -al /usr/include/{linux,asm} /usr/src/linux/include/asm
lrwxrwxrwx 1 root root 24 Sep 4 13:45 /usr/include/asm -> ../src/linux/include/asm
lrwxrwxrwx 1 root root 26 Sep 4 13:44 /usr/include/linux -> ../src/linux/include/linux
lrwxrwxrwx 1 root root 8 Sep 4 13:45 /usr/src/linux/include/asm -> asm-i386

```

Before continuing, you should read the `/usr/src/linux/Documentation/Changes` file to find out what is required to build the kernel. If you have a kernel source tree supplied by your distribution, everything will already be up to date.

### 42.8.2 Configuring

There are three kernel configuration interfaces. The old line for line `y/n` interface is painful to use. For a better text mode interface, you can type

```
make menuconfig
```

otherwise, under `X` enter,



```
make xconfig
```

to get the graphical configurator. I will assume that you are using the text mode interface.

The configure program enables you to specify an enormous number of features. It is advisable to skim through all the sections to get a feel for the different things you can do. Most options are about indicating whether you want a feature `[*]` compiled into the kernel image, `[M]` compiled as a module, or `[ ]` not compiled at all. You can also turn off module support altogether from Loadable module support `--->`. The kernel configuration is one `LINUX` program that offers lots of help — select `< Help >` on any feature. The raw help file is `/usr/src/linux/Documentation/Configure.help` (nearly a 700 kilobytes) and is worth reading.

When you are satisfied with your selection of options, `< Exit >` and save your new kernel configuration.

The kernel configuration is saved in a file `/usr/src/linux/.config`. Next time you run `menuconfig`, it will default to these settings. The file `/usr/src/linux/arch/i386/defconfig` contains defaults to use in the absence of a `.config`.

## 42.9 Using RedHat's existing kernel source tree

Your distribution will probably have a kernel source package ready to build. This is better than downloading the source yourself, because all the default build options will be present, for instance, RedHat 7.0 comes with the file `/usr/src/linux-2.2.16/configs/kernel-2.2.16-i586-smp.config` which can be copied over the `/usr/src/linux-2.2.16/.config` to build a kernel optimised for SMP with all of RedHat's defaults enabled. It also comes with a custom `defconfig` file to build kernels identical to RedHat's. Finally, RedHat would have applied many patches to add features that may be time-consuming to do yourself.

You should try to enable or compile-in features rather than disable anything, since the default RedHat kernel supports almost every kernel feature, and later it may be more convenient to have left it that way. On the other, a minimal kernel will compile much faster.

## 42.10 Building, installing

Run the following commands to build the kernel, this may take anything from a few minutes to several hours, depending on what you have enabled. After each command completes, check the last few messages for errors (or check the return code, `$?`), rather than blindly typing the next.

```
make dep
make clean
make bzImage
make modules
5 make modules_install
```

The command `make modules_install` would have installed all modules into `/lib/modules/<version>`. You may like to clear out this directory at some point and rerun `make modules_install`, since stale modules cause problems with `depmod -a`.

The other files resulting from the build are `/usr/src/linux/arch/i386/boot/bzImage` and `/usr/src/linux/System.map`. These must be copied to `/boot/`, possibly creating neat symlinks:

```
cp /usr/src/linux/arch/i386/boot/bzImage /boot/vmlinuz-<version>
```

```
cp /usr/src/linux/System.map /boot/System.map-<version>
ln -sf System.map-<version> /boot/System.map
ln -sf /boot/vmlinuz-<version> vmlinuz
```

Finally, your `lilo.conf` may be edited as per Chapter 31. Most people now forget to run `lilo` and find their system unbootable. Do run `lilo` making sure that you have left your old kernel in as an option, in case you need to return to it. Also make a boot floppy from your kernel as shown in Section .

# Chapter 43

## X

### 43.1 The X protocol

Before *The X Window System* (from now on called *X*), UNIX was terminal based, and had no proper graphical environment, sometimes called a *GUI* ↘ Graphical User Interface.↙. *X* was designed to fulfil that need and incorporate into graphics all the power of a networked computer. You may imagine that allowing an application to put graphics on a screen involves nothing more than creating a user library that can perform various graphical functions like line drawing, font drawing and so on. To understand why *X* is more than merely this, consider the example of character terminal applications: these are programs which run on a *remote* machine while displaying to a character terminal and receiving feedback (keystrokes) from that character terminal. There are two distinct entities at work — firstly the application, and secondly the user's character terminal display; these two are connected by some kind of serial or network link. Now what if the character terminal could display windows, and other graphics (in addition to text), while giving feedback to the application using a mouse (as well as a keyboard)? This is what *X* achieves. It is a protocol of commands that are sent and received between an application and a special graphical terminal called an *X Server* ↘ The word "server" is confusing, because there are lots of *X* servers for each client machine, and the user sits on the server side. This is in the opposite sense to what we usually mean by a server.↙ (from now on called the *server*). How the server actually draws graphics on the hardware is irrelevant to the developer, all the application needs to know is that if it sends a particular sequence of bytes down the TCP/IP link, the server will interpret them to mean that a line, circle, font, box or other graphics entity should be drawn on its screen. In the other direction, the application needs to know that particular sequences of bytes mean that a keyboard key was pressed or that a mouse has moved. This TCP communication is called the *X protocol*.

When you are using *X*, you will probably not be aware that this interaction is happening. The server and the application might very well be on the same machine. The real power of *X* is evident when they are *not* on the same machine. Consider for example that 20 users can be logged onto a single machine and be running different programs which are displayed on 20 different remote *X* Servers. It is as though a single machine was given multiple screens and keyboards.

It is for this reason that *X* is called a *network transparent windowing system*.

The developer of a graphical application can then dispense with having to know anything about the graphics hardware itself (consider DOS applications where each had to build in support for many different graphics cards), and also dispense with having to know what machine the graphics is going to display on.

The precise program that performs this miracle is `/usr/X11/bin/X`. A typical sequence of events to get a graphical program to run is as follows (this is an illustration, in practice numerous utilities will perform these functions in a more generalised and user friendly way):

1. The program `/usr/X11R6/bin/X` is started and run in the background. *X* will detect through configuration

files (/etc/XF86Config or /etc/X11/XF86Config on LINUX<sup>®</sup>) and possibly through hardware autodetection, what graphics hardware (like a graphics add-on card) is available. It will then initialise that hardware into graphics mode.

2. It will then open a socket connection to listen for incoming requests on a specific port (usually TCP port 6000), being ready to interpret any connection as a stream of graphics commands.
3. An application will be started on the local machine or on a remote machine. *All* X programs have as a configuration option, to be specified (using an IP address) where you would like them to connect to, i.e. to what server you would like the resulting output to display.
4. The application opens a socket connection to the specified server over the network. This is the most frequent source of errors. Applications fail to connect to a server because the server is not running or because the server was specified incorrectly, or because the server refuses a connection from an untrusted host.
5. The application commences with sending X protocol requests, waiting for them to be processed, and then receiving and processing the resulting X protocol responses. From the user's point of view, the application now appears to be "running" on the server's display.

Communication between the application and the server is somewhat more complex than the mere drawing of lines and rectangles and reporting of mouse and key events. The server has to be able to handle multiple applications connecting from multiple different machines, where these applications may interact between each other (think of *cutting* and *pasteing* between applications that are actually running on different machines.) Some examples of the fundamental X Protocol requests that an application can make to a server are:

**Create Window** A window is a logical rectangle on the screen, owned by particular application, into which graphics can be drawn.

**List Fonts** To list fonts available to the application.

**Allocate Colour** Will define a colour of the specified name or RGB value for later use.

**Create Graphics Context** A Graphics Context is a definition of how graphics are to be drawn within a window.

**Get Selection Owner** Find which window (possibly belonging to another application) owns the selection (i.e. a 'cut' of text).

In return, the server replies by sending *Events* back to the application. The application is required to constantly poll the server for these events. Besides events detailing the user's mouse and keyboard input, there are, for example, events that indicate that a window has been exposed (i.e. a window was on top of another window and was moved, thus exposing the window beneath it, and hence the application should send the appropriate commands needed to redraw the graphics within it), as well as events such as to indicate that another application has requested a *paste* from your application etc.. The file /usr/include/X11/Xproto.h contains the full list of X protocol requests and events.

The programmer of an X application need not be directly concerned with these requests. A high level library handles the details of the server interaction. This library is called the *X Library*, /home/X11R6/lib/libX11.so.6.

One of the limitations of such a protocol is that one is restricted to the set of commands that have been defined. X overcame this problem by making it *extensible* <sup>↘</sup>Being able to add extensions and enhancements without complicating or breaking compatibility<sup>↖</sup> from the start. These days there are extensions to X to allow, for example, the display of 3D graphics on the server, the interpretation of postscript commands, and many others that improve graphics appeal and performance. Each extension comes with a new group of X protocol requests and events, as well as a programmers' library interface for the developer.

An example of real X program is as follows. This is about the simplest an X program is ever going to get. It does the job of displaying a small XPM image file in a window, and waiting for a key press or mouse click before exiting. You can compile it with `gcc -o splash splash.c -lX11 -L/usr/X11/lib`. (You can see right away why there are few applications written directly in X.) You can see that all X Library functions are prefixed by an X:

```

/* splash.c - display an image */

#include <stdlib.h>
#include <stdio.h>
5  include <string.h>

#include <X11/Xlib.h>

/* XPM */
10 static char *obs_splash[] = {
/* columns rows colors chars-per-pixel */
"28 32 16 1",
" c #111111", " c #640c0e", "X c #645f5f", "o c #75807f",
"O c #9e0d12", "+ c #a36264", "@ c #e41929", "# c #eb3847",
15 "$ c #e05b68", "% c #bb3741", "& c #df7d86", "*" c #a39d9d",
"= c #e49fa6", "- c #fefefe", "; c #e6d5d6", ": c #e4bec2",
/* pixels */
"-----", "-----",
"-----:O:-----", "-----$@O:-----",
20 "-----;@O:-----", "-----@OX:-----",
"-----@O+-----", "-----@.O:-----;X*",
"-----#.X:---:XX X", "-----;--#O$-;*+o*-; i",
"-----:--#O***:---X --", "-----:--#.***:---XX--",
"-----:;:*%O;--&=;X*-----", "-----:;+--$---$.X;-----",
25 "-----*+---#O:---+-----", "-----:o;$:---#O:X*O*-----",
"-----;X*--%;--%.O;--@-----", "-----X;---;@;*X+---;O+-----",
"-----* ;---.X*--%*---@+-----", "------O X-*X..;--%;--#O+-----",
"-----X;=O;--%;--$O+-----", "------O X*---=O;--$---#.-----",
"-----#O:--;$---OX;-----", "-----;@.---;--;-----",
30 "-----;@O:--;=-----", "-----;@.---:---:-----",
"-----=+;---:-----", "-----=---;---:-----",
"-----;---;-----", "-----;---;-----",
};

35 int main (int argc, char **argv)
{
    int i, j, x, y, width, height, n_colors;
    XSetWindowAttributes xswa;
    XGCValues gcv;
    Display *display;
    char *display_name = 0;
    int depth = 0;
    Visual *visual;
    Window window;
    Pixmap pixmap;
    XImage *image;
    Colormap colormap;
    GC gc;
    int bytes_per_pixel;
    unsigned long colors[256];
    unsigned char **p, *q;
    for (i = 1; i < argc - 1; i++)
        if (argv[i])
            if (!strcmp (argv[i], "-display"))
                display_name = argv[i + 1];
    display = XOpenDisplay (display_name);
    if (!display) {
        printf ("splash: cannot open display\n");
        exit (1);
    }
    depth = DefaultDepth (display, DefaultScreen (display));
    visual = DefaultVisual (display, DefaultScreen (display));
    p = (unsigned char **) obs_splash;
    q = p[0];
    width = atoi ((const char *) q);
    q = (unsigned char *) strchr (q, ' ');
    height = atoi ((const char *) ++q);
    q = (unsigned char *) strchr (q, ' ');
    n_colors = atoi ((const char *) ++q);

    colormap = DefaultColormap (display, DefaultScreen (display));
    pixmap =
        XCreatePixmap (display, DefaultRootWindow (display), width, height,
75     depth);
    gc = XCreateGC (display, pixmap, 0, &gcv);

    image =
        XCreateImage (display, visual, depth, ZPixmap, 0, 0, width, height,
80     8, 0);
    image->data = (char *) malloc (image->bytes_per_line * height + 16);

    /* create color pallete */
    for (p = p + 1, i = 0; i < n_colors; p++, i++) {
        XColor c, cl;
        unsigned char *x;
        x = *p + 4;
        if (*x == '#') {
            unsigned char *h = (unsigned char *) "0123456789abcdef";
            x++;
            c.red =
                ((unsigned long) strchr (h, *x++) -
                (unsigned long) h) << 12;
            c.red |=
95     ((unsigned long) strchr (h, *x++) -
                (unsigned long) h) << 8;

```

```

100     c.green =
        ((unsigned long) strchr (h, *x++) -
         (unsigned long) h) << 12;
    c.green |=
        ((unsigned long) strchr (h, *x++) -
         (unsigned long) h) << 8;
    c.blue =
105     ((unsigned long) strchr (h, *x++) -
        (unsigned long) h) << 12;
    c.blue |=
        ((unsigned long) strchr (h, *x++) -
         (unsigned long) h) << 8;
    if (!XAllocColor (display, colormap, &c))
110         printf ("splash: could not allocate color cell\n");
    } else {
        if (!XAllocNamedColor (display, colormap, (char *) x, &c, &c1))
            printf ("splash: could not allocate color cell\n");
    }
115     colors[(p)[0]] = c.pixel;
}

bytes_per_pixel = image->bytes_per_line / width;

120 /* cope with servers having different byte ordering and depths */
for (q = (unsigned char *) image->data, j = 0; j < height; j++, p++) {
    unsigned char *r;
    unsigned long c;
    r = *p;
125     if (image->byte_order == MSBFirst) {
        switch (bytes_per_pixel) {
            case 4:
                for (i = 0; i < width; i++) {
                    c = colors[*r++];
130                     *q++ = c >> 24;
                    *q++ = c >> 16;
                    *q++ = c >> 8;
                    *q++ = c;
                }
                break;
            case 3:
                for (i = 0; i < width; i++) {
                    c = colors[*r++];
135                     *q++ = c >> 16;
                    *q++ = c >> 8;
                    *q++ = c;
                }
                break;
            case 2:
                for (i = 0; i < width; i++) {
                    c = colors[*r++];
140                     *q++ = c >> 8;
                    *q++ = c;
                }
                break;
            case 1:
                for (i = 0; i < width; i++)
                    *q++ = colors[*r++];
                break;
145         }
    } else {
        switch (bytes_per_pixel) {
            case 4:
                for (i = 0; i < width; i++) {
                    c = colors[*r++];
150                     *q++ = c;
                    *q++ = c >> 8;
                    *q++ = c >> 16;
                    *q++ = c >> 24;
                }
                break;
            case 3:
                for (i = 0; i < width; i++) {
                    c = colors[*r++];
155                     *q++ = c;
                    *q++ = c >> 8;
                    *q++ = c >> 16;
                }
                break;
            case 2:
                for (i = 0; i < width; i++) {
                    c = colors[*r++];
160                     *q++ = c;
                    *q++ = c >> 8;
                }
                break;
            case 1:
                for (i = 0; i < width; i++)
                    *q++ = colors[*r++];
                break;
165         }
    }
}

170 }

175 }

180 }

185 }

190 XPutImage (display, pixmap, gc, image, 0, 0, 0, 0, width, height);

x = (DisplayWidth (display, DefaultScreen (display)) - width) / 2;
y = (DisplayHeight (display, DefaultScreen (display)) - height) / 2;

195 xswa.colormap = colormap;
xswa.background_pixmap = pixmap;

window =
    XCreateWindow (display, DefaultRootWindow (display), x, y, width,
200                  height, 0, depth, InputOutput, visual,
                  CWColormap | CWBackPixmap, &xswa);

```

```

XSelectInput (display, window, KeyPressMask | ButtonPressMask);

XMapRaised (display, window);

205 while (1) {
    XEvent event;
    XNextEvent (display, &event);
    if (event.xany.type == KeyPress || event.xany.type == ButtonPressMask)
        break;
210 }
    XUnmapWindow (display, window);
    XCloseDisplay (display);
    return 0;
215 }

```

You can learn to program X from the documentation in the X Window System sources — See below.

## 43.2 Widget libraries and desktops

To program in X is tedious. Therefore most developers will use a higher level *widget library*. Most users of GUI's will be familiar with buttons, menus, text input boxes and so on. These are called *widgets*. X programmers have to implement these manually. The reason these were not built into the X protocol is to allow different user interfaces to be built on top of X. This flexibility makes X the enduring technology that it is. ↘ It is however questionable whether a single widget library is really the best way to go. Consider that most applications use only a small amount of the range of features of any widget library. *AfterStep* is a project that has build a NextStep clone for Linux. It has a consistent look and feel, is lightweight and fast, and uses no single monolithic widget library anywhere. ↖

### 43.2.1 Background

The *X Toolkit* (`libXt.so`) is a widget library that has always come free with X. It is crude looking by todays standards. It doesn't feature 3D (shadowed) widgets, although it is comes free with X. *Motif* is modern full featured widget library that had become an industry standard. Motif is however bloated and slow, and depends on the X toolkit. It has always been a expensive proprietary library. *Tk* (tee-kay) is a library that is primarily used with the *Tcl* scripting language. It was probably the first platform independent library (running on both Windows, all UNIX variants, and the Apple Mac). It is however slow and has limited features (this is progressively changing). Both Tcl and Motif are not very elegant looking.


Around 1996, there was the situation of a lot of widget libraries popping up with different licenses. *V*, *xforms*, and *graphix* come to mind. (This was when I started to write *Coolwidgets* — my own widget library.) There was no efficient, multipurpose, free, and elegant looking widget library for UNIX. This was a situation that sucked, and was retarding Free software development.

### 43.2.2 Qt

At about that time a new GUI library was released. It was called *Qt* and was developed by *Troll Tech*. It was not free, but was an outstanding technical accomplishment from the point of view that it worked efficiently and cleanly on many different platforms. It was shunned by some factions of the Free software community because it was written in C++ ↘ Which is not considered to be the standard development language by the Free Software Foundation on account of it not being completely portable, as well as possibly other reasons. ↖, and was only free for non-commercial applications to link with.

Nevertheless, advocates of Qt went ahead and began producing the outstanding KDE desktop project — a set of higher level development libraries, a window manager, and many core applications that together comprise the KDE Desktop. The Licensing issues with Qt have relaxed somewhat, and it will soon be available under the GPL.

### 43.2.3 Gtk

At one point, before KDE was substantially complete, Qt antagonists reasoned that since there were more lines of Qt code, than KDE code, it would be better to develop a widget library from scratch. The Gtk widget library is a GPL'd and written entirely in C in low level X calls (i.e. without the X Toolkit), object oriented, fast, clean, extensible and having a staggering array of features. It is comprised of *Glib*, a library meant to extend standard C, providing higher level functions usually akin only to scripting languages, like hash tables and lists; *Gdk*, a wrapper around raw X Library to give X GNU  naming conventions, and give a slightly higher level interface to X; and the *Gtk* library itself.

Using Gtk, the *Gnome* project began, analogous to KDE, but written entirely in C.

### 43.2.4 GNUStep

OpenStep (based on NeXTStep) was a GUI specification published in 1994 by Sun Microsystems and NeXT Computers meant for building applications with. It uses the *Objective-C* language which is an object orientated extension to C, that is arguably more suited to this kind of development than C++.

OpenStep requires a *PostScript display engine*, that is analogous to the X Protocol, but considered superior to X because all graphics are independent of the pixel resolution of the screen. In other words, high resolution screens would just improve the picture quality, and not make the graphics smaller.

The GNUStep project has a working PostScript display engine, and is meant as a Free replacement to OpenStep.

## 43.3 Using XFree86

X was developed by the X consortium as a standard as well as a reference implementation of that standard. There are ports to every platform that supports graphics. The current version of the standard is 11 release 6 (hence the directory `/usr/X11R6/`). There will probably never be another version.

XFree86 <<http://www.xfree86.org>> is a free port of X that includes Linux Intel boxes amongst its supported hardware. X has some peculiarities that are worth noting as a user, and XFree86 has some over those.

### The X program

(See Section 43.6 for configuring X).

At a terminal prompt, you can type:

```
x
```

to start X (provided X is not already running). If X has been configured properly (including having `/usr/X11R6/bin` in your `PATH`), it will initiate the graphics hardware and a black and white stippled background will appear with a single X as the mouse cursor. Contrary to intuition, this means that X is actually working properly.

**To kill the X server** use the key combination Ctrl-Alt-Backspace.

**To switch to the text console**, use Ctrl-Alt-F1 ... Ctrl-Alt-F6.

**To switch to the X console**, use Alt-F7. The seven common virtual consoles of LINUX  are 1–6 as text terminals, and 7 as an X terminal.

You can start up a second X server on your machine:



```
/usr/X11R6/bin/X :1
```

starts up a second X session in the virtual console 8. You can switch to it using Ctrl-Alt-F8 or Alt-F8.

**To zoom in or out of your X session**, do Ctrl-Alt+= and Ctrl-Alt-=. (We are talking here of the + and - on your keypad only.)

You can start up a second X server *within* your current X display, along with its own window manager:

```
/usr/X11R6/bin/Xnest :1 &
export DISPLAY=localhost:1.0
twm
```

A smaller X server will be started that uses a subwindow as a display device. You can easily create a third X server within that, *ad infinitum*.

## Running X utilities

`/usr/X11R6/bin/` contains a large number of X utilities that most other operating systems have based theirs on. Most of these begin with a x. The basic XFree86 programs are:

SuperProbe	dga	mkfontdir	showrgb	xclock	xfd	xkbprint	xmessage	xsetroot
X	editres	nxterm	smproxy	xcmsdb	xfindproxy	xkbvleds	xmh	xsm
Xmark	gccmakedep	proxymngr	startx	xconsole	xfontsel	xkbwatch	xmodmap	xstdcmap
Xprt	iceauth	reconfig	twm	xcutsel	xfwp	xkill	xon	xterm
Xwrapper	ico	resize	viewres	xditview	xgc	xload	xprop	xvidtune
appres	lbxproxy	rstart	x11perf	xdm	xhost	xlogo	xrdb	xwd
atobm	listres	rstartd	x11perfcomp	xdpyinfo	xleperf	xlsatoms	xrefresh	xwininfo
bdftopcf	lndir	scanpci	xauth	xedit	xinit	xlsclients	xrxc	xwud
beforelight	makeg	sessreg	xbiff	xev	xkbbell	xlsfonts	xset	
bitmap	mergelib	setxkbmap	xcalc	xeyes	xkbcomp	xmag	xsetmode	
bmtoa	mkdirhier	showfont	xclipboard	xf86config	xkbevd	xman	xsetpointer	

To run an X program, you need to tell it what remote server to connect to. Most programs take an option `-display` to specify the X server. With X running in your seventh virtual console, type into your first virtual console:

```
xterm -display localhost:0.0
```

The `localhost` refers to the machine on which the X server is running — in this case out own. The first 0 means the screen which we would like to display on (X supports multiple physical screens in its specification). The second 0 refers to the *root window* we would like to display on. Consider a *multi-headed* ↘ for example two adjacent monitors that behave as one continuous screen. ↖ display — we would like to specify which monitor the application pops up on.

Switching to your X session, should reveal a character terminal where you can type commands.

A better way to specify the display is using the `DISPLAY` environment variable:

```
DISPLAY=localhost:0.0
export DISPLAY
```

causes subsequent X applications to display to `localhost:0.0`, although a `-display` on the command-line takes first priority.

The X utilities listed above are pretty ugly and un-intuitive. Try for example `xclock`, `xcalc`, and `xedit`. For fun, try `xbill`. Also do a

```
rpm -qa | grep '^x'
```

## 43.4 The X distribution

The official X distribution comes as an enormous source package available in `tgz` format at [www.xfree86.org](http://www.xfree86.org) <<http://www.xfree86.org/>>. It is traditionally packed as three `tgz` files to be unpacked over each other — the total of the three is about 50 megabytes compressed \I am not sure about version 4 and after.\. This package has nothing really to do with the version number `X11R6` — it is a subset of `X11R6`.

Downloading and installing the distribution is a major undertaking, but should be done if you are interested in X development.

All UNIX distributions come with a compiled and (mostly) configured X installation, hence the official X distribution should never be needed except by developers.

## 43.5 X documentation

### Programming

X Windows comes with tens of megabytes of documentation. For instance, all the books describing all of the programming API's are included inside the X distribution. Most of these will not be including in the standard RedHat directory tree — download the complete distribution if you want these. You can then look inside `xc/doc/specs` (especially `xc/doc/specs/X11`) to begin learning how to program under X.

### Configuration documentation

Important to configuring X is the directory `/home/X11R6/lib/X11/doc/`. It contains

AccelCards	QuickStart.doc	README.I128	README.NVIDIA	README.Video7	README.ati	README.i740	RELNOTES
BUILD	README	README.LinkKit	README.Oak	README.W32	README.chips	README.mouse	ServersOnly
BetaReport	README.3DLabs	README.Linux	README.P9000	README.WstDig	README.cirrus	README.neo	VGADriver.Doc
COPYRIGHT	README.Config	README.MGA	README.S3	README.agx	README.clkprog	README.rendition	VideoModes.doc
Devices	README.DECTga	README.Mach32	README.S3V	README.apm	README.cyrix	README.trident	xinput
Monitors	README.DGA	README.Mach64	README.SiS	README.ark	README.epson	README.tseng	

(Note that this may have changed considerably with X version 4.) As you can see, there is documentation for each type of graphics card. To learn how to configure X is a simple matter of reading the `QuickStart` guide and then checking the specifics for your card.

### XFree86 Web Site

New graphics cards are coming out all the time. XFree86 <<http://www.xfree86.org>> contains FAQ's about cards and the latest binaries, should you not be able to get your card working from the information below. Please always search the XFree86 site for info on your card and for newer X releases before reporting a problem \This means that **you actually go to the site and look for your card**. Yes! You **actually** must do that. This is not for **other** people to do who know something about the Internet that you don't. Point lynx, IE or netscape to <http://www.xfree86.org> yourself.\.

## 43.6 Configuring X

The above documentation is a lot to read. A simple and reliable way to get X working is given by the following steps (if this fails, then you *will* have to read more):

- 1 Backup your `/etc/X11/XF86Config` to `/etc/X11/XF86Config.Orig`

- 2 Run `SuperProbe`. It will cause you screen to blank, then spit out what graphics card you have. Leave that info on your screen and switch to a different virtual terminal.
- 3 Run `xf86config`. This is the official X configuration script. Run through all the options, being very sure not to guess. You can set your monitor to 4 31.5, 35.15, 35.5; Super VGA... if you have no other information to go on. Vertical sync can be set to 50-90. Select your card from the card database (check the `SuperProbe` output), and check which X server the program recommends — this will be one of `XF86_SVGA`, `XF86_S3`, `XF86_S3V`, etc. Whether you “set the symbolic link” or not is irrelevant.
- 4 Do *not* run X at this point.
- 5 The `xf86config` file should have given you an *initial* `/etc/X11/XF86Config` file to work with. You need not run it again. You will notice that the file is divided into sections. Search for the Section “Monitor” section. A little down you will see lots of lines like:

```
# 640x400 @ 70 Hz, 31.5 kHz hsync
Modeline "640x400"      25.175 640  664  760  800   400  409  411  450
# 640x480 @ 60 Hz, 31.5 kHz hsync
Modeline "640x480"      25.175 640  664  760  800   480  491  493  525
# 800x600 @ 56 Hz, 35.15 kHz hsync
Modeline "800x600"       36      800  824  896 1024   600  601  603  625
# 1024x768 @ 87 Hz interlaced, 35.5 kHz hsync
Modeline "1024x768"     44.9   1024 1048 1208 1264   768  776  784  817 Interlace
```

These are timing settings for different monitors and screen resolutions. Choosing one too fast could blow an old monitor, but will at best give you a lot of garbled fuzz on your screen. We are going to eliminate all but the first four — do so by commenting them out with `#` or deleting the lines entirely. (You may want to backup the file first.) You could leave it up to X to choose the correct mode-line to match the capabilities of the monitor, but this doesn’t always work. I always like to explicitly choose my Modelines.

Then further on, replace all `"640x480"` `"800x600"` `"1024x768"` with `"1024x768"` `"800x600"` `"640x480"` wherever you see it in the file. Delete `"1280x1024"` wherever you see it.

Finally, you can exit and run the server suggested previously by `xf86config`. If this works, create a shell script `/etc/X11/X.sh` with (execute permissions), containing:

```
#!/bin/sh
exec /usr/X11R6/bin/<server> -bpp 16
```

and then link `/usr/X11R6/bin/X` to this script; and also link `/etc/X11/X` to this script. `-bpp` stands for *bytes-per-pixel*, but I think will change to `-depth` in X version 4. Note that this is not a clean way of doing things — but is often the easiest way to get your X server running in *TrueColor*. Many people are interested in running X at the highest possible bytes-per-pixel in an attempt to get the “best” colour. Actually, there are very few graphics cards that support more than 6 significant bits of colour per RGB value — that’s 6 each for Red, Green and Blue. Using 16 bit colour uses a so-called “5-6-5” colour space — slightly reducing the Red and Blue colour resolution. Using 32 bit colour doubles your memory consumption, halves your card’s speed, and reduces the screen resolution for the same card memory, all for an extra 2 bits of colour resolution. Now it is essential to run X in 1024x768 (most X applications require at least this size, and a higher resolution requires a really huge monitor). The conclusion: a graphics card should have 2 megabytes of memory, and use only 16 bit colour, until really high resolution monitors come out and X supports vectorised graphics. ↵ mode.

## 43.7 Window managers

Manually starting X and then running an application is **not** the way to use X. We want a window manager to run applications properly. The best window manager available is `icewm`, available from `icewm.cjb.net` <<http://icewm.cjb.net>>

//icewm.cjb.net/>. Window managers enclose each application inside a resizable bounding box, and give you minimise and maximise buttons, as well as possibly a task bar and a “start” button that you may be familiar with. A window manager is just another X application has the additional task of managing the positions of basic X applications on your desktop.

If you don’t have `icewm`, the `twm` window manager will almost always be installed. Run `twm` and click on the background with different mouse buttons.

**Clicking on the background** is a common convention of X user interfaces. Different mouse buttons may bring up a menu or a list of actions. It is often analogous to a “start” button.

There is an enormous amount of religious attention given to window managers. There are about 20 useful choices to date. Remember that any beautiful graphics a window manager displays are going to irritate you after a few hundred hours sitting in front of the computer. You also don’t want a window manager that eats too much memory, or uses too much space on the screen.

## 43.8 Login screen

The action of starting an X server, then a window manager should obviously be automated. `init` runs `mgetty` which displays a `login:` prompt to every attached character terminal. `init` can also run `xdm` which displays a graphical login box to every X server. Usually there will only be one X server: the one on your very machine.

The interesting lines inside your `inittab` file are

```
id:5:initdefault:
```

and

```
x:5:respawn:/usr/X11R6/bin/xdm -nodaemon
```

which states that the default run-level is 5 and that `xdm` should be started at run level 5. This should only be attempted if you are sure that X works. If it doesn’t then `xdm` will keep trying to start X, effectively disabling the console. On systems besides RedHat and Debian<sup>©</sup>, these may be run-levels 2 versus 3, where run-level 5 is reserved for something else. In any event, there should be comments in your `/etc/inittab` file to explain your distributions convention.

If your machine is not configured to run X from startup, after logging in at the terminal, you can type `startx`. The command `xinit` was used historically, but LINUX<sup>®</sup> has the more sophisticated `startx` wrapper script in place.

## Chapter 44

# Unix Security

This is probably the most important chapter of this book.

Note that this Chapter is concerned with machines exposed to the Internet — mail, DNS and web servers, and the like. For firewalling information goto Chapter ??.

LINUX<sup>®</sup> has been touted as both the most secure and insecure of all operating systems. The truth is both. Take no heed to advise from the LINUX<sup>®</sup> community, and your server *will* be hacked eventually. Follow a few simple precautions and it will be safe for years without much maintenance.

The attitude of most novice administrators is, “since the UNIX system is so large and complex, and since there are so many millions of them on the Internet, it is unlikely that *my* machine will get hacked.” Of course it won’t necessarily be a person *targeting* your organisation that is the problem. It could be a person having written an automatic scanner that tries to hack every computer in your city. It could also be a person that is not an expert in hacking at all, that has merely downloaded a small utility to do it for him. Many seasoned experts write such utilities for public distribution, while so-called *script-kiddies* (because the means to execute a script is all the expertise needed) use these to do real damage.

In this chapter you will get an idea firstly of the kinds of ways a UNIX system gets hacked. Then you will know what to be cautious of, and how you can minimise risk.

### 44.1 Common attacks

I personally divide attacks into two types: attacks that can be attempted by being a user on the system, and network attacks that come from outside of system. If a server is, say, only used for mail and web, shell logins may not be allowed *at all*, hence the former type of security breach is less of a concern. Here are some of the ways security is compromised, just to give an idea of what UNIX security is about. In some cases I will indicate when it is more of a concern to multi-user systems.

Note also that attacks from users become an issue when a remote attack succeeds and an hacker gains user privileges to your system (even as a nobody user). This is an issue even if you do not host logins.

#### 44.1.1 Buffer overflow attacks

Consider the following C program. If you don’t understand C that well, it doesn’t matter — its the concept that is important. (Before doing this example, you should unplug your computer from the network.)

```
#include <stdio.h>
```

```

void do_echo (void)
{
    char buf[256];
    gets (buf);
    printf ("%s", buf);
    fflush (stdout);
}

int main (int argc, char **argv)
{
    for (;;) {
        do_echo ();
    }
}

```

You can compile this program with `gcc -o /usr/local/sbin/myechod myechod.c`. Then make a system service out of it as follows: For `xinetd`, create file `/etc/xinetd.d/myechod` containing:

```

service myechod
{
    flags          = REUSE
    socket_type    = stream
    wait          = no
    user           = root
    server         = /usr/local/sbin/myechod
    log_on_failure += USERID
}

```

while for `inetd` add the following line to your `/etc/inetd.conf` file:

```
myechod stream tcp      nowait  root    /usr/local/sbin/myechod
```

Of course the service `myechod` does not exist. Add the following line to your `/etc/services` file,

```
myechod          400/tcp          # Temporary demo service
```

and then restart `xinetd` (or `inetd`) as usual.

You can now do a `netstat -na`. You should see a line like this somewhere in the output:

```
tcp        0      0  0.0.0.0:400          0.0.0.0:*           LISTEN
```

You can now `telnet localhost 400` and type away happily. As you can see, the `myechod` service simply prints lines back to you.

Now someone reading the code will realise that typing more than 256 characters will write into uncharted memory of the program. How can they use this effect to **cause the program to behave outside of its design**? The answer is simple. Should they be able to write processor instructions into an area of memory that may get executed later, they can cause the program to do anything at all. The process runs with `root` privileges, hence a few instructions sent to the kernel could, for example, cause the `passwd` file to be truncated, or the file-system superblock to be erased. A particular technique that works on a particular program is known as an *exploit* for a vulnerability. In general such an attack of this type is known as a *buffer overflow attack*.

To prevent against such attacks is easy when writing new programs. Simply make sure that any incoming data is treated as being dangerous. In the above case, the `fgets` function should preferably be used, since it limits

the number of characters that could be written to the buffer. There are however many functions that behave in such a dangerous way: even the `strcpy` function writes up to a null character which may not be present; `sprintf` writes a format string which could be longer than the buffer; and `getwd` is another function that also does no bound checking.

However when programs get long and complicated, it becomes difficult to analyse where there may be loopholes that could be exploited indirectly.

### 44.1.2 Setuid programs

A program like `su` must be *setuid* (see Chapter 14.1). Such a program has to run with `root` privileges in order to switch UID's to another user. The onus is however on `su` to not give anyone privileges who isn't trusted. Hence it requests a password and checks it against the `passwd` file before doing anything.

Once again, the logic of the program has to hold up for security to be ensured, as well as insurance against buffer overflow attacks. Should `su` have a flaw in the authentication logic, it would enable someone to change to a UID that they were not privileged to hold.

Setuid programs should hence be considered with the utmost suspicion. Most setuid programs try to be small and simple, to make it easy to verify the security of their logic. A vulnerability is more likely to be found in any setuid program that is large and complex.

(Slightly more of a concern in systems hosting many untrusted user logins.)

### 44.1.3 Network client programs

Consider if your FTP client connecting to a remote untrusted site. If the site server returns a response that the FTP client cannot handle (say response that is too long — a buffer overflow) it could allow malicious code to be executed by the server on behalf of my machine.

Hence it is quite possible to exploit a security hole in a client program by just waiting for that program to connect to your site.

(Mostly of a concern in systems that host user logins.)

### 44.1.4 /tmp file vulnerability

If a program creates a temporary file in your `/tmp/` directory, and it is possible to predict the name of the file it is going to create, then it may be possible to create that file in advance or quickly modify it without the program's knowledge. Programs that create temporary files in a predictable fashion, or those that do not set correct permissions (with exclusive access) to temporary files, are liable to be exploited.

(Slightly more of a concern in systems that host many untrusted user logins.)

### 44.1.5 Permission problems

It is easy to see that a directory with permissions `660` and ownerships `root:admin` cannot be accessed by user `jsmith` if he is outside of the `admin` group. Not so easy to see is when you have a 1000 directories and hundreds of users and groups. Who can access what, when and why becomes complicated, and often requires scripts to be written to do permission tests and sets. Even a badly set `/dev/tty*` device can cause a user's terminal connection to become vulnerable.

(Slightly more of a concern in systems that host many untrusted user logins.)

### 44.1.6 Environment variables

There are lots of ways of creating and reading environment variables to either exploit a vulnerability, or attain some information which will compromise security. Environment variables should never hold secret information like passwords.

On the other hand, when handling environment variables, programs should consider the data they contain to be potentially malicious, and do proper bounds checking, and verification of their contents.

(More of a concern in systems that host many untrusted user logins.)

### 44.1.7 Password sniffing

When using `telnet`, `ftp`, `rlogin` or in fact any program at all that authenticates over the network without encryption, the password is transmitted over the network in *plaintext*, i.e. human readable form. These are all the common network utilities that old UNIX hands were used to using. The sad fact is that what is being transmitted can easily be read off the wire using the most elementary tools (see `tcpdump` on page ??). None of these services should be exposed to the Internet. Use within a local LAN is safe, provided the LAN is firewalled in, and your local users are trusted.

### 44.1.8 Denial of service attacks

A denial of service attack is one which does not compromise the system, but prevents other users from using a service legitimately. This can involve repetitively loading a service to the point where no one else can use it. I myself do not worry too much about these. In each particular case, logs or TCP traffic dumps will reveal the point of origin. You can then deny access with a firewall rule.

## 44.2 Other types of attack

The above is far from an exhaustive list. It never ceases to amaze me how new loopholes are discovered in program logic. Not all of these exploits can be classified; indeed it is precisely because new and innovative ways of hacking systems are always being found, that security needs constant attention.

## 44.3 Counter measures

Security first involves removing known risks, then removing potential risks, then (possibly) making life difficult for a hacker, then using custom UNIX security paradigms, and finally being proactively cunning in thwarting hack attempts.

### Removing known risks — outdated packages

It is especially sad to see naive administrators install packages that are *well known* to be vulnerable, and for which “script-kiddy” exploits are readily available on the Internet.

If a security hole is discovered, the package will usually be updated by the distribution vendor or the author. There is a *bugtraq* <<http://www.securityfocus.com/forums/bugtraq/intro.html>> mailing list which announces the latest exploits, and has many thousands of subscribers world wide. You should get on this mailing list to be aware of new discoveries. *The Linux Weekly News* <<http://lwn.net/>> is a possible source for security



announcements if you only want to do reading once a week. You can then download and install the binary or source distribution provided for that package. Watching security announcements is critical. I often ask “administrators” if they have upgraded their *xxx* service, and get the response, that either they are not sure if they need it, do not believe it is vulnerable, do not know if it is running, where to get a current package, or even how to perform the upgrade; as if their ignorance absolves them of their responsibility. If the janitor were to duck-tape your safe keys to a window pane would you fire him?

This goes equally for new systems that you install: never install outdated packages. RedHat and some others ship updates to their older distributions. This means that you can install from an old distribution, and then possibly update all the packages from an “update” package list. This means, from a security point of view, that packages are as secure as the most current distribution. For instance, at the moment I am able to install RedHat 6.2 from a six month old CD, then download a list of 6.2 “update” packages. However RedHat also ships a version 7.0 with a completely different set of current packages incompatible with 6.2. On the other hand some other vendors may “no-longer-support” an older distribution, meaning that those packages will never be updated. In this case you should be sure to install or upgrade with the vendor’s most current distribution, or manually compile vulnerable packages by yourself.

Over and above this, remember that vendors are sometimes slow to respond to security alerts. Hence trust the Free software community’s alerts over anything they may fail to tell you.

Alternatively, if you discover that a service is insecure, you may just want to disable it (or better still uninstall it) if it is not really needed.

[

Compromised packages]Removing known risks — compromised packages

Packages that are modified by a hacker can allow him a back door into your system: so called *trojans*. Use the package verification commands discussed in Section 24.2 to check package integrity.

[

Permissions]Removing known risks — permissions

It is easy to locate world writable files. There should be only a few in the `/dev` and `/tmp` directories:

```
find / -perm -2 ! -type l -ls
```

Files without any owner are an indication of mismanagement or compromise of your system. Find these with:

```
find / -nouser -o -nogroup -ls
```

[

Insecure services]Disabling inherently insecure services

Services that are inherently insecure are those that allow the password to be sniffed over the Internet, or provide no proper authentication to begin with. Any service that does not encrypt traffic should not be used for authentication over the Internet. These are `ftp`, `telnet`, `rlogin`, `uucp`, `imap`, `pop3` and others. They all require a password. Instead, you should use `ssh` and `scp`. There are secure versions of `pop` and `imap` (`spop3` and `simap`), but you may not be able to find client programs. If you really *have* to use a service you should limit the networks that are allowed to connect to it, as described on page ?? and ??.

Old UNIX hands are notorious for exporting NFS shares (`/etc/exports`) that are readable (and writable) from the Internet. The group of functions to do Sun Microsystems' port mapping and NFS — the `nfs-utils` and `portmap` packages — don't give me a warm fuzzy feeling. Don't use these on machines exposed to the Internet.

[

Network risks]Removing Potential Risks — network

Install `libsafely`. This is a library that wraps all those vulnerable C functions discussed above, thus testing for a buffer overflow attempt with each call. It is trivial to install and emails the administrator on hack attempts. Goto <http://www.bell-labs.com/org/11356/libsafely.html> for more info, or email [libsafely@research.bell-labs.com](mailto:libsafely@research.bell-labs.com). It effectively solves 90% of the buffer overflow problem. There is a *very* slight performance penalty however.

Disable all services that you are not using. Then try to evaluate whether the remaining services are really needed. For instance do you *really* need IMAP? or would POP3 suffice? IMAP has had a lot more security alerts than POP3 on account of it being a much more complex service. Is the risk worth it?

`xinetd` (or `inetd`) runs numerous services of which only a few are needed. You should trim your `/etc/xinetd.d` directory (or `/etc/inetd.conf` file) to a minimum. For `xinetd`, you can add the line `disable = yes` to the relevant file. There should only be one or two files enabled. Alternatively, your `/etc/inetd.conf` should have only a few lines in it. A real life example is:

```
ftp      stream  tcp      nowait  root    /usr/sbin/tcpd  in.ftpd -l -a
pop-3    stream  tcp      nowait  root    /usr/sbin/tcpd  ipop3d
imap     stream  tcp      nowait  root    /usr/sbin/tcpd  imapd
```

This advice should be taken quite literally. The rule of thumb is that if you don't know what a service does, you should disable it. Take the `ntalk` service. I myself have no idea what it's for, so I'll be damned before I trust my security to it — simply delete that line. See also Section .

In the above real life case, the services were additionally limited to permit only certain networks to connect (see page ?? and ??).

`xinetd` (or `inetd`) is not the only problem. There are many other services. Entering `netstat -nlp` gives initial output like,

```
(Not all processes could be identified, non-owned process info
will not be shown, you would have to be root to see it all.)
Active Internet connections (only servers)
Proto Recv-Q Send-Q Local Address   Foreign Address  State           PID/Program name
5  tcp        0      0 0.0.0.0:25      0.0.0.0:*        LISTEN          2043/exim
  tcp        0      0 0.0.0.0:400     0.0.0.0:*        LISTEN          32582/xinetd
  tcp        0      0 0.0.0.0:21      0.0.0.0:*        LISTEN          32582/xinetd
  tcp        0      0 172.23.80.52:53 0.0.0.0:*        LISTEN          30604/named
10 tcp        0      0 127.0.0.1:53    0.0.0.0:*        LISTEN          30604/named
  tcp        0      0 0.0.0.0:6000    0.0.0.0:*        LISTEN          583/X
  tcp        0      0 0.0.0.0:515     0.0.0.0:*        LISTEN          446/
  tcp        0      0 0.0.0.0:22      0.0.0.0:*        LISTEN          424/sshd
  udp        0      0 0.0.0.0:1045    0.0.0.0:*        30604/named
  udp        0      0 172.23.80.52:53 0.0.0.0:*        30604/named
15 udp        0      0 127.0.0.1:53    0.0.0.0:*        30604/named
  raw        0      0 0.0.0.0:1       0.0.0.0:*        7               -
  raw        0      0 0.0.0.0:6       0.0.0.0:*        7               -
```

but doesn't show that PID 446 is actually `lpd`. For that just type `ls -al /proc/446/`.

You can see that there are actually ten services open: 1, 6, 21, 22, 25, 53, 400, 515, 1045 and 6000. 1 and 6 are kernel ports, while 21 and 400 are FTP and our echo daemon respectively. Such a large number of open ports provides ample opportunity for attack.

At this point you should go through each of these services and decide **(1)** whether you really need them. Then **(2)** make sure you have the latest version, finally **(3)** consult the packages documentation so that you can limit the networks that are allowed to connect to those services.

It is interesting that people want to make assumptions about packages to the tune of: “this service is so popular it can’t possibly be vulnerable”. The exact opposite is in fact the truth: the more obscure and esoteric a service is, the less likely that someone has taken the trouble to find a vulnerability. In the case of `named`, a number of most serious vulnerabilities were made public as regards every Bind release prior to 9. Hence upgrading to the latest version (9.1 at the time of writing) from source was prudent for all the machines I administered (a most time consuming process).

[

Setuid programs] Removing Potential Risks — setuid programs

It is easy to find all the setuid programs on your system:

```
find / -type f -perm +6000 -ls
```

disabling them is just as easy:


```
chmod -s /bin/ping
```

There is nothing wrong with taking a decision that ordinary users are **not** allowed to use even the `ping` command.

## Making life difficult

There is much that you can do that is not “security” *per se*, but will make life considerably more difficult for a hacker, and certainly impossible for a stock standard attack, even if your system is vulnerable. A hack attempt often relies on a system being configured a certain way. Making your system different to the standard can go a long way.

**Read-only partitions:** It is allowable to mount your `/usr` partition (and critical top-level directories like `/bin`) read-only since these are, by definition, static data. Of course anyone with root access can remount it as writable, but a generic attack script may not know this. Some SCSI disks can be configured as read-only via dip switches (or so I hear). The `/usr` partition can be made from an ISO 9660 partition (CDROM file-system) which is read-only by design. You can also mount your CDROM as a `/usr` partition: access will be slow, but completely unmodifiable. Then finally you can manually modify your kernel code to fail write-mount attempts on `/usr`.

**Read-only attributes:** LINUX  has additional file attributes to make a file unmodifiable over and above the usual permissions. These are controlled by the commands `chattr` and `lsattr`. It can be used to make a log file append-only with `chattr +a /var/log/messages`, or to make files immutable with, `chattr +i /bin/login` — both a good idea. The command

```
chattr -R +i /bin /boot /lib /sbin /usr
```

is a better idea still. Of course, anyone with superuser privileges can switch them back.

**Periodic system monitoring:** It is useful to write your own `crond` scripts to check if files have changed. They can check for new setuid programs, permissions, or changes to binary files; or reset permissions to what you think is secure. Just remember that `cron` programs can be modified by anyone who hacks into the system. A simple command

```
find / -mtime 2 -o -ctime 2
```

will search for all files that have been modified in the last 2 days.

**Non-standard packages:** If you notice many security alerts for a package, switch to a different one. There are alternatives to `bind`, `wu-ftpd`, `sendmail` (as covered in Chapter 30) and almost every service you can think of. You can also try installing an uncommon or security-specialised distribution. Switching entirely to FreeBSD is also one way of reducing your risk considerably. This is not a joke.

**Minimal kernels:** It's easy to compile your kernel without module support, with an absolutely minimal set of features. Loading of trojan modules has been a source of insecurity in the past. Doing this is gotta make you safer.

**Non-Intel architecture:** Hackers need to learn assembly language to exploit many vulnerabilities. The most common assembly language is Intel. Using a non-Intel platform adds that extra bit of obscurity.

**OpenWall project:** This has a kernel patch that makes the stack of a process non-executable (which will thwart most kinds of buffer overflow attempts) and does some other cute things with the `/tmp` directory, and process IO.

[

Custom paradigms] Custom security paradigms

Hackers have limited resources. Take oneupmanship away and security is about the cost of hacking a system versus the reward of success. If you feel the machine you administer is bordering on this category you need to start billing far more for your hours and doing things like what follows. It is possible to go to lengths that will make a LINUX system secure against a large government's defence budget.

**Capabilities:** This is a system of security that gives limited kinds of superuser access to programs that would normally need to be full-blown `setuid root` executables. Think: most processes that run with `root` (`setuid`) privileges do so because of the need to access only a single privileged function. For instance, the `ping` program does not need *complete* superuser privileges (do a `ls -l /bin/ping` and note the `setuid` bit). Capabilities are a fine grained set of privileges that say that a process is able to do particular things that an ordinary user can't, *without* ever having full `root` access. In the case of `ping` this would be certain networking capabilities that only `root` is normally allowed to do.

**Access control lists:** This extends the simple "user/group/other" permissions of UNIX files to allow arbitrary lists of users access particular files. This really does nothing for network security, but is really useful if you have many users on the system that you would like to restrict in odd ways. (ACL is a little out of place in this list.)

**DTE:** *Domain and Type Enforcement* is a system that says that when a program gets executed, that it is categorised, and only allowed to do certain things even if it is running as `root`; and that any further programs that it executes are only allowed to do certain other things. This is *real* security and there are kernel patches to do this. The NSA (National Security Agency) (in all their commercial glory) actually have a LINUX distribution built around DTE.

**medusa:** Medusa is a security system that causes the kernel to query a user daemon before letting any process on the system do anything. It is the most ubiquitous security system out because it is entirely configurable — you can make the user daemon restrict anything however you like.

**VXE:** *Virtual eXecuting Environment* says that a program executes in its own protected space, and executes a Lisp program to check if a system call is allowed. This is effectively a lot like `medusa`.

**MAC:** *Mandatory Access Controls*. This is also about virtual environments for processes. MAC is a POSIX standard.

**RSBAC and RBAC:** *Rule Set Based Access Controls* and *Role Based Access Controls*. These look like a combination of some of the above (??).

**LIDS** *Linux Intrusion Detection System* Does some meager preventative measures to restrict module loading, file modifications and process information.

Kernel patches exist to do all of the above. Many of these projects are well out of the test phase, but are not in the mainstream kernel possibly because developers are not sure of the most enduring approach to UNIX security. They all have one thing in common: double checking what a privileged process does, which can only be a good thing.

[  
Cunningness]Proactive cunningness  
Proactive cunningness means attack monitoring and reaction, and intrusion monitoring and reaction. Utilities that do this come under a general class called *network intrusion detection* software. The idea that one might detect and react to a hacker has an emotional appeal, but it automatically implies that your system is insecure to begin with — which is probably true, considering the rate at which new vulnerabilities are being reported. I am weary of so called intrusion detection systems which administrators implement even before the most elementary of security measures. Really one must implement all of the above security measures combined before thinking about intrusion monitoring.

To explain the most basic form of monitoring, consider this: In order to hack a system, one usually needs to test for open services. To do this, one tries to connect to every port on the system to see which are open. This is known as a *port scan*. There are simple tools to detect a port scan, which will then start a firewall rule that will deny further access from the offending host. More importantly, they will report the IP address from which the attack arose. A reverse lookup will give the domain name, and then a *whois* query on the appropriate authoritative DNS registration site, will reveal the physical address and telephone number of the domain owner.

Port scan monitoring is the most elementary form of monitoring and reaction. From there up you can find innumerable bizarre tools to try and read into all sorts of network and process activity. I leave this to your own research, although you might want to start with *the Snort traffic scanner* <<http://www.snort.org/>> and *the Tripwire intrusion detection system* <<http://www.tripwiresecurity.com/>>.

A point to such monitoring is also as a deterrent to hackers. A network should be able to find the origins of an attack and thereby trace the attacker. The threat of discovery makes hacking a far less attractive pastime, and you should look into what legal recourse you may have to people that try compromise your system.

## 44.4 Important reading

Above is a practical guide. It gets much more iuninteresting than this. A place to start is the *comp.os.linux.security* FAQ. This FAQ gives the most important UNIX security references available on the net. You can download it from <http://www.memeticcandiru.com/colsfaq.html>, <http://www.linuxsecurity.com/docs/colsfaq.html> or [http://www.geocities.com/swan\\_daniel/colsfaq.html](http://www.geocities.com/swan_daniel/colsfaq.html). The *Linux Security* <<http://www.linuxsecurity.com/>> web page also has a security quick reference card that summarises most everything you need to know in two pages.

## 44.5 Security Quick-Quiz

*How many security reports have you read? How many packages have you upgraded because of vulnerabilities? How many services have you disabled because you were unsure of their security? How many access limit rules do you have in your hosts.\*xinetd services?*

If your answer to any of these questions is less than 5, you are not being conscientious about security.

## 44.6 Soap

The National Security Agency (NSA) of the USA recently did the unthinkable. They came down from their ivory tower and visited the IT marketplace, flaunting their own secure version of LINUX<sup>®</sup>. Actually, when one considers that most services clearly only access a limited part of the system, creating a restricted “virtual” environment for every network service is so obvious and logical that it amazes me why such a system is not a standard feature. The very idea of leaving security to daemon authors will hopefully soon become a thing of the past; at which point, we can hopefully see a dramatic decrease in the number of exploitable vulnerabilities. I myself would urge vendors to push for a DTE-like mechanism above any other feature.

## Chapter 45

# Case Example A with General Recommendations in the Field

Although a theoretical understanding of UNIX is entertaining reading, most readers will be interested in how to apply their configuration knowledge in an actual situation. What is typical is that a would-be administrator has *no-idea-where-to-start*.

This seems to be a bottleneck in the learning of UNIX administration — few are willing to coach the student in real life situations.


The case studies given here will give an idea of how this all fits together in practice.

### 45.1 University Pharmacy Lab


A University which-shall-remain-anonymous pharmacy department conduct experiments on frogs legs. They stuff some chemical into the frog (or other) muscle tissue and measure the contraction. Their in-house electronics shop has produced force meters (*transducers*) and have an Eagle Electronics PC30F Universal IO ISA card (otherwise known as a multi-channel Analogue to Digital Converter ADC).

In other words, the force meter sends a signal to this ISA card which can then be read digitally by some software.

They have no computer facilities at all in this laboratory. They require some setup that each of eight students can monitor their own experiment simultaneously. They also need their post-graduate research programs to be able to monitor 16 simultaneous experiments from one machine.

I suggested a network of machines dual booting LINUX  and Windows (they require to run other software). Their original idea was to buy an ADC card for *each* machine. These are very expensive. Of course it would be rather trivial to read the data over a network. The contractions themselves need to be sampled at 1 second intervals only.

The project looked like it had four distinct parts:

- Networking and installation of PC's.
- Installation and configuration of LINUX .
- Writing of the low level ADC driver.
- Writing of a graphical interface to read ADC values over the network and display them.



## 45.2 Spec and quote

Most companies require detailed specifications and contracts to be drawn before entering a project. This however can consume as much time as the project itself ↘ This is obviously not true with very large projects, but then you would charge for the drawing up and negotiation of the spec as well. ↖. I prefer to loosely specify what the system has to do, then gauge intuitively the amount of time it will take to meet the *expectation* of the client, regardless of what the client *thinks* the system needs to do.

This means having to estimate what the client wants to *feel* about the completed project. You must tactfully discuss their vision to read the result you yourself would like in their position.

It is also important to define to yourself what the client *doesn't know*, without making them feel insecure about their ignorance. Also remember that its no use trying to teach your client, although any information you give them must always open up new possibilities, and never close them.

Clients should never be told what isn't possible. Present options rather than limitations, but never confuse them with decisions.

*You must give yourself enough leeway to implement the little features that the client never thought of, and enough extra time to make things generic enough to be reused for other clients. Never do the absolute minimum.*

In this case, the responsible person merely had an idea that his current processes needed computer automation. To negotiate a specification would have been too tedious. He imagined an application that would calibrate, graph and save recorded data. Because I know that it is simple enough to come up with a generic application that does more than he needs, I am not going to go into details about what it doesn't need to do.

The project was quoted at 60 hours. Our company rates are rather cheap — \$40 per hour (at Jan 2000) excluding VAT (i.e. tax).

## 45.3 Dealing with Universities

Dealing with Universities (Colleges) is different from dealing with small companies. The following is somewhat defamatory to Universities in general. The pharmacy lab was in fact extremely well organised and cooperate by comparison. Some points to note are:

- Universities are very large organisations. They are necessarily very bureaucratic. Although this may seem like a hindrance to your job, you must realise that every task conceivable has a person assigned to it, and a person to supervise that person. To get anything done, its just a matter of finding out which person *is* responsible. Any line of questioning should aim to try find out the conventions of delegation, rather than actually trying to get anything done.
- Any organisation of any appreciable size will have its own IT department.
- An IT department's main activity is telling people what to click on when things don't work. Hence most of the staff are trained in this area only. Rather not question them on an technical issue that is beyond them, it will just propagate unnecessary confusion.
- An IT department will *never* have more than one person who actually knows how the whole LAN fits together. Because the remainder of the department doesn't need to, they won't know who that person is either.
- Any appreciably sized organisation will have a single supplier of computer hardware.



- Universities don't need to show a profit. The people they employ rarely have business experience. These people are afraid on one hand, and careless on the other.
- The IT department may only know about proprietary software.


The question to ask to find out any issue about the current network setup is simple: "Who is in charge of your DNS server". This person will necessarily know enough about the LAN to at least tell you who else to speak to. Don't be afraid to go hunting for that person on foot — he may be on lunch.



Another question to ask is "I need a new network point — who do I speak to?". Asking questions that **have been asked before** is the key, even if that's not what you really need done. In this case I needed to know about the routing — a person who would install network points would necessarily know who would know about routing.

Finally, you should be careful to always show that you have the University's best interests at heart. Businessmen have an ethic of balancing risk, price and good-will. Academia, however, are naive and need more to feel secure.

## 45.4 Networking 8 Machines

The hardware was supplied by the IT department, which did a very nice job of installing an excess of network points, and running Windows in a first partition. The network uses DHCP and has a DHCP server.

Because the LINUX  boxen need to communicate with each other, they need to know their IP addresses. DHCP addresses expire if the machine has been inactive for some time. Hence the LAN needed to have statically allocated IP addresses. This was a good excuse to put the LAN on its own segment (i.e. having a dedicated hub, with one machine having two network cards to route to the rest of the network.)

In general, it is a very bad idea to try get LINUX  boxes working on the same segment as many Windows machines. Try to get your LINUX  LAN on its own segment at all costs — in fact, it is better to make it a requirement of the project. In the first place, it enables you to firewall the segment for security, and second it enables you to deal exclusively with TCP traffic. (This does mean IPX will not be able to communicate with the rest of the LAN by default.) Finally, from an administration point of view, you can setup your Linux boxes anyway you like, and have control over mail and DNS, since only one machine has to interface with the rest of the LAN. You then never have to deal with someone else's DNS/Mail/etc. server being down. When you have network problems, you can be sure they are *yours*.

The IT department may also not know that networks can be isolated from each other with routers made from old 486 boxes, or in this case, using one of the workstations. Be careful to explain that isolating the segment will cost them nothing extra besides a hub and a network card.

## 45.5 Installation and configuration of LINUX

The machines each had stock standard hardware (fortunately). Hardware *can* be a major problem. Although a large organisation will probably be bent on particular brands (usually the popular well supported ones), you may run into a flock of machines that have an unsupported video card. Don't try explain to them that they need to be sure that the hardware is supported beforehand — usually the supplier won't even know. It's better to get them to order it anyway, with the warning that extra hardware may need to be purchased. Most suppliers have a 7 or 30 day money back guarantee, so you can get those graphics cards replaced with (possibly slightly more expensive) other ones.

Some things *to* specify are:

- Graphics cards must be exactly 2 Megabytes. (Over 2 megabytes is silly — see Page 43.6). This is because you want to run 1024x768 in 16 bit colour. A true colour display at 1024x768 is essential for X.
- Mice *must* be three button for X.
- Machines must be entry level (bottom of the range). Since any even entry level machine is a huge excess for running Linux, there is no point to anything else.
- Order no less than 32 megabytes RAM for decent X performance.

*Never underestimate the time it is going to take you to configure hardware and basic OS setup. Its the little basic things that can take days when you have lots of machines.*

The machines were set up as follows:

- Machines were numbered 1 through 8 and given IP address 192.168.1.machine.
- Machine 1 was designated a “server”. It was setup so that reverse and forward lookups worked for the 192.168.1.??? IP addresses. Reverse and forward lookups on the local LAN is an essential first step.
- rsh was set up on each machine so that commands could be issued to the whole LAN to make further administration easy. A script was written to rsh a command to all machines.
- YP services were enabled (NIS: see the NIS-HOWTO) so that logins could be made anywhere on the LAN.
- NFS was setup so that the /home directory would be mounted on boot from the server.
- X was setup as the default run level.
- IP forwarding and masquerading was enabled on the server. Its second network card was given a static IP address issued from the IT department. This enabled all machines to access the web.
- With the server having an InkJet printer attached, LPRng <<http://www.astart.com/lprng/LPRng.html>> was installed for printing. I had difficulty getting ordinary lpd to work, so this was installed instead. This package also allows the print filter to reside on the server only.

The LAN was now setup for use. Users could be added on the server, and seamlessly login anywhere, and use web, and office applications, with print jobs defaulting to the right place.

## 45.6 Writing of the low level ADC driver

The ADC card came with plenty of detailed documentation. To write a driver for new hardware requires intimate knowledge of C and a good idea of kernel programming. However, I had telephoned the manufacturers (who were conveniently in the same city) who had explained that a polling driver was relatively simple.

The excellent documentation provided with the card allowed me in a few hours to write C code to read ADC values from the test apparatus provided by the pharmacies workshop.

The next step was to write a daemon program to serve these values to the network. The listing is given in Appendix E (400 lines). The program uses a single thread in order not to have two connections doing IO operations on the card simultaneously. The values it serves are textual in order that it can be tested by easily telneting to the port and typing in channel requests. The code effectively allows any channel to be read from anywhere, hence the same channel can really be read by many remote processes.

## 45.7 Writing of a graphical interface

The `gnome-python` package that comes with *Gnome* provides an example use of *Gnome Canvas*. Gnome Canvas is a Gnome widget that allows arbitrary figure objects to be drawn and manipulated in a window. It is ideal for creating a simple graphing package. Python socket calls can then read ADC values by connecting to the server.

The listing for this program is given in Appendix F (480 lines).

The program can graph multiple channels simultaneously. Hence the lab would be able to meet both their requirements of monitoring multiple channels on one machine or single channels on several machines. It automatically scales the graphs to fit in the window and allows the sample frequency to be set. Graphs can be saved as tab separated lists for import into a spread sheet.

The program also does least squares fitting on a line of calibration points allowing the transducer to be accurately calibrated.

## 45.8 Specifications

The nice thing about free software is that I can sell me little installation over and over now that I have done it. Here is the complete specification that I might advertise to other clients:

### Cranzgot Network IO Utility™

**Product Summary:** Allows a single multichannel ADC card to support simultaneous data capturing programs running remotely on a TCP/IP network. A single ADC card can support multiple remote capture points to allow data to be monitored across a network.

**Hardware requirements:** Eagle PC30F. Entry level PC's, or at least PIII 300 MHz. Non-PC Unix workstations on special request.

**Software requirements:** All software included. No requirements.

**Application functions:** Real time graphing of multiple channels. Calibration. Auto scaling of data to window size. Up to 16 channels.

**Data rate:** 400Hz for single channel view; 100Hz for 4 channel view; 50Hz for 8 channels view. Higher rates on special request up to the limits of the IO card and network.

**Data save format:** Time stamped tab delimited ASCII. Other formats on special request.

**Server:** Supports an arbitrary number of client applications, each reading multiple channels over TCP/IP. Multiple clients can read the same channels.

**Development platform:** GNU  / LINUX  with Gnome GUI.



## Chapter 46

# Case Example B

An certain IT company services the needs of a large number of retail vendors.

They have been running SCO Unix for some time, but switched to LINUX when they discovered its seamless SCO binary emulation.

Their current situation is several hundred dial-in machines spread throughout South Africa and neighbouring countries. Each one runs a LINUX machine with several WYSE Brand of character terminal character terminals and one or more character printers. They run a proprietary package called Progress which they have licensed at enormous cost. Progress is a database system with a character interface that serves as a Point-Of-Sale terminal and accounting solution.

Each machine has a rather arcane menu interface that does various common administration functions.

The machines are scripted to nightly communicate with a centralised server. Somewhere a further centralised IBM AS/400 also comes into play.

The company desires to have an X Windows interface on all their machines. With this, they want to enable mail and web access for all the vendors.

The existing text based interface to Progress must also be preserved through an X terminal emulator.

They themselves have a call centre and intend to install, ship and support the machines. I was to provide an master installation machine from where many machines could be replicated.

### 46.1 Overall Configuration

The machines run on or more Chase ISA serial port cards The preferred brand of the client. These required configuration on boot. The only other specialised hardware was the “LS120” floppy disks that the company uses for backup purposes (instead of tapes). These are ATAPI IDE floppy disks that support 1.44 Megabyte 3.5’ floppy disks as well as 120 Megabyte floppy disks — basically involving symlinking /dev/fd0 to /dev/hdc.

X Windows was configured to run in 1024x768 at 16 bit colour.

The machines were enabled for dialup to an ISP. Their ISP provided a single nationwide telephone number. The machines are intended for a single user to sit at the console and use the Internet, so I recommended against dial-on-demand — rather give the user power to dial in or hang up as necessary, in full knowledge that they are accruing a telephone bill.

The text based menu system was rewritten with dialog and gdialog. Hence users logging in via terminals would see the identical interface (albeit text-based) to those logging in on the X console. The text menu

system would execute as the last script in `/etc/profile.d` provided they were attached to a terminal (i.e. not an X login) (see `man tty`). The `icewm` window manager has a `clean` menu file that allows configuration of the window managers “Start” menu. Selections under the “Start” button are identical to the text menu seen when logging in via a character terminal. A nice trick is to write a C program front end to `gdialog` and `dialog` that uses the `ttyname(0)` system call to check if it is attached to a terminal, and then invokes the correct program. I called this new command `vdiallog`.

Users also have several different privilege levels, and each should only see their allowed menu selections. Hence the menus are created dynamically on login. Note that the users’ ignorance of the system was considered an adequate security measure — their are no *real* privilege levels.

A Netscape `/usr/.netscape` was created to be copied into the users home directory with his personal settings ready on first login.

Dial-ins were accompanied by fetching a user list from a master server; adding the appropriate users; then fetching their mail by pop using `fetchmail`; and simultaneously doing `exim -qf` to flush the pending mail queue. The master server acts as a mail, pop and DNS server.

`exim` was configured to deliver local mail immediately and defer outgoing mail. In addition message size was limited to 2 megabytes and an outgoing MIME filter was written to strip audio, video and image attachments. The same filter is applied on the server side for incoming messages.

`printcap` was configured with `lp` as the default printer for their dot-matrix printers, using a filter created by `printtool`. A second printer, `fax`, sent jobs through a custom filter that brought up a `gdialog --inputbox` on the current X display to request a telephone number from the user. It then converted the PostScript file (through several different formats as needed) into the appropriate format for `sendfax`. Unfortunately, at the time of implementation, `sendfax` did not support sending the ‘From’ telephone number in the fax protocol, but this was acceptable to the client. I also added a `.printer` file to the users home directory. This was read on startup to set the `PRINTER` environment variable. Users had a menu option to set this to any of `/dev/ttyS4` through `/dev/ttyS20`.

Finally, `uucp` was setup for incoming calls, since an additional master server existed that would expect the vendor to answer and provide a `uucp` login. An nice trick is to run `uuchk` which dumped the config on the previous older system. When the `uuchk` output on the new system matched the old, we could be sure that things were cool with the `uucp` setup.

## 46.2 setuid scripts and security

There are several areas where writing a C program was unavoidable or just too convenient to pass over. The `vdiallog` utility mentioned above was one.

Users have a menu selection to *execute-a-dial-in-and-exchange-mail*. This runs a generic script which dials in and runs `fetchmail` and `exim -qf`. The script is one of a few that must obviously run as `root`.

The simplest solution is to make a C program that has its sticky bit set with `chown a+s <filename>`. The program itself is simply:

```

#include <stdlib.h>
#include <unistd.h>
#include <sys/types.h>

5 int main (int argc, char **argv)
{
    int p;
    setuid (geteuid ());          /* Set the actual user and group */
    setgid (getegid ());          /* to that of the sticky ones. */
10    p = system ("/etc/ppp/dial.sh >> /var/log/fetchmail 2>&1");
    if (p)

```

```

    exit (p);
    p = system ("/etc/fetchmail/exchange_mail.sh");
    exit (p);
15  return 0;    /* prevent gcc warning */
}

```

You can see that this merely runs the existing shell scripts `/etc/ppp/dial.sh` and `/etc/fetchmail/exchange_mail.sh` albeit as root.

This is a standard trick that is often necessary to get around complex manipulations with groups. It does however create a security hole. However, in the present circumstance, all dial in machines are `192.168.*.*` addresses, which are firewalled in from the Internet, hence security subtleties are not a huge issue. As a second point, as a security hole, it is small. All the attacker can really do is execute dial-in's. On the other hand, **never** create such a “setuid” program that can execute an arbitrary script. An example of such a program is:

```

int main (int argc, char **argv)
{
    setuid (geteuid ());
    setgid (getegid ());
5  system (argv[1]);
}

```

which is a **gaping** security hole. In other words, if all setuid programs have a single immutable function, and also take no options or input, then you are safe.

## 46.3 Custom `rxvt` for Progress

The Progress package runs perfectly on one machine inside a terminal emulator, but on other newer machines, it fails with an `...cannot redirect output... error message`, although it runs perfectly on the console on all machines.

Of course it is typical of proprietary software to have such a limitation. What it is doing is not immediately obvious.

It requires some brilliance to deduce that Progress had decided that it was not on a terminal based on the return value of the `ttyname()` system call. It was not merely checking if the system call failed with a `NULL` return value, but *also* checking if the first part of the terminal device matched the text `/dev/tty`. At some point RedHat/`rxvt` switched to the `/dev/pts/` system of pseudo terminal devices, hence the failure.

To solve the problem, I got the source for the `rxvt` terminal emulator. Within it, it uses several different methods of getting a pseudo terminal, depending on the system it was compiled for. It also supports the older BSD style pseudo terminals, `/dev/tty`, that Progress required. By simply adjusting the `config.h` file to

```

/* Define possible pty types */
/* #undef PTYS_ARE_NUMERIC */
/* #undef PTYS_ARE_PTMX */
/* #undef PTYS_ARE_PTC */
5 /* #undef PTYS_ARE_GETPTY */
/* #undef PTYS_ARE_GETPTY */
/* #define PTYS_ARE_GETPT 1 */
/* #undef PTYS_ARE_CLONE */
#define PTYS_ARE_SEARCHED 1

```

and recompiling, Progress ran as normal.

This is obviously an obscure and not widely applicable technique, but serves to show the sort of things you might have to resort to as a result of poor proprietary development.

## 46.4 Mail server

exim ran on the mail server as well. This machine hosts a per machine user list as `/<hostname>/user`. I chose the userlist to have the format `<login-name>:<plain-text-password>:<full-name>` similar to a `passwd` file.

It is from these user lists that the client dial-in machines create their own user logins. Simple use of `cut` and `sed` and a new utility `setpasswd` will create the proper account on the local machine.



## Chapter 47

# Corporate Frequently Asked Questions

*This FAQ was compiled in August 1999. The rapid pace of IT \Information Technology\ means that it may well be out of date by the time you read it. Please consult the various Internet resources listed for more up to date information.*

*This FAQ is not essential reading for this book and you can skip questions you do not find interesting*

### 47.1 Linux Overview

This section covers questions that pertain to Linux as a whole.

#### 47.1.1 What is Linux?

Linux is the core of a free Unix operating system for the PC and other hardware platforms. Development of this operating system started in 1984; called the GNU project of the Free Software Foundation (FSF). The Linux core (or kernel) is named after its author, Linus Torvalds. It began development in 1991 - the first usable releases were made in 1993. Linux is often called GNU/Linux because much of the OS is comprised of the efforts of the GNU project.

Unix systems have been around since the 1960's and are a proven standard in industry. Linux is said to be POSIX compliant, meaning that it conforms to a certain definite computing standard laid down by academia and industry. This means that Linux is largely compatible with other Unix systems (the same program can be easily ported to run on another Unix system with few (sometimes no) modifications) and will network seamlessly with other Unix systems.

Some commercial Unix systems are IRIX (for the Silicon Graphics); Solaris or SunOS for Sun Microsystem's SPARC workstations; HP Unix for Hewlett Packard's servers; SCO for the PC; OSF for the DEC Alpha machine and AIX for the PowerPC/RS6000.

Some freely available Unix systems are NetBSD, FreeBSD and OpenBSD and also enjoy widespread popularity.

Unix systems are multitasking and multiuser systems - meaning that multiple concurrent users running multiple concurrent programs can connect to and use the same machine.

### 47.1.2 What are Unix systems used for? What can Linux do?

Unix systems are the backbone of the Internet. Heavy industry, mission critical applications, and universities have always used Unix systems. High end servers and multiuser mainframes are traditionally Unix based. Today Unix systems are used by large ISP's through to small businesses as a matter of course. A Unix system is the standard choice when a hardware vendor comes out with a new computer platform because Unix is most amenable to being ported. Unix systems are used as database, file, and Internet servers. Unix is used for visualization and graphics rendering (like some Hollywood productions). Industry and universities use Unix systems for scientific simulations, and Unix clusters for number crunching. The embedded market (small computers without operators that exist inside appliances) has recently turned toward Linux systems which are being produced in their millions.

The wide spread use of Unix is not well advertised because of a failure on the part of the media, and because Unix systems are unjustifiably thought to be more expensive and complicated, and therefore not suited for mainstream audiences. This does not offset the fact that most mission critical servers in existence are Unix systems.

Linux can operate as a web, file, smb (WinNT), Novell, printer, ftp, mail, sql, masquerading, firewall, and pop server to name but a few. It can do anything that any other network server can do faster and more reliably.

Linux's up and coming graphical user interfaces are of the most functional and aesthetically pleasing ever to have graced the computer screen. Linux has now moved into the world of the desktop.

### 47.1.3 What other platforms does it run on including the PC?

Linux runs on

- 386/486/Pentium Processors.
- Digital Alpha's 64 bit processors.
- Motorola's 680x0 processors, included Commodore Amiga, Atari-ST/TT/Falcon and HP Apollo 68K
- Sun Sparc workstations, including sun4c and sun4m as well as well as Sun4d and Sun4u. Multiprocessors machines are supported as well as full 64 bit support on the Ultrasparc.
- Advanced Risc Machine (ARM) processors.
- MIPS R3000/R4000 processors including Silicon Graphics machines.
- PowerPC machines.
- IA 64.
- IBM 390 Mainframe.
- ETRAX-100 Processor.

Other projects are in various stages of completion - eg, you may get Linux up and running on many other hardware platforms, but it would take some time and expertise to install, and you may not have graphics capabilities. Every month or so one sees support announced for some new esoteric hardware platform. Watch the Linux Weekly News *lwn.net* <<http://lwn.net/>> to catch these.

### 47.1.4 What is meant by GNU/Linux as opposed to Linux?

(See also ‘What is GNU?’ below and ‘What is Linux?’ above)

In 1984 the Free Software Foundation (FSF) set out to create a free Unix-like system. It is only because of their efforts that the many critical packages that go into a Unix distribution are available. It is also because of them that a freely available, comprehensive, legally definitive, free-software license is available. Because many of the critical components of a typical Linux distribution are really just GNU tools developed long before Linux, it is unfair to call any distribution a ‘Linux’ system. The term GNU/Linux is more accurate and gives credit to the larger part of Linux.

### 47.1.5 What web pages should I look at?

There are hundreds of web pages devoted to Linux. There are thousands of web pages devoted to different free software packages. A net search will reveal the enormous amount of info available.

- Three places for general Linux information are:

- *www.linux.org.uk* <<http://www.linux.org.uk/>>
- *www.linux.org* <<http://www.linux.org/>>
- *Linux International* <<http://www.li.org/>>

- For kernel information see

- *Linux Headquarters* <<http://www.linuxhq.com/>>

- A very important site is

- *FSF Home Pages* <<http://www.gnu.org/>>

which is the home page of the free software foundation and explains their purpose and the philosophy of software that can be freely modified and redistributed.

- Three large indexes of reviewed free and proprietary Linux software are:

- *Source Forge* <<http://www.sourceforge.net/>>
- *Linuxberg* <<http://www.linuxberg.org/>>
- *Linux Mall* <<http://www.LinuxMall.com/>>
- *Tu Cows* <<http://linux.tucows.com/>>
- *Scientific Applications for Linux (SAL)* <<http://SAL.KachinaTech.COM/index.shtml>>

- Announcements for new software are mostly made at

- *www.freshmeat.net* <<http://www.freshmeat.net/>>

- The Linux weekly news brings up to date info covering a wide range of Linux issues:

- *lwn.net* <<http://lwn.net/>>

- The two major Linux desktop projects are:

- *Gnome Desktop* <<http://www.gnome.org/>>
- *KDE Desktop* <<http://www.kde.org/>>

But don’t stop there - there are hundreds more.

### 47.1.6 What are Debian, RedHat, Caldera and Suse etc. Explain the different Linux distributions?

Linux is really just the 'kernel' of the operating system. Linux in itself is just a 1 megabyte file that runs the rest of the system. Its function is to interface with hardware, multitask and run real programs which do tangible things. All applications, network server programs, and utilities that go into a full Linux machine are really just free software programs recompiled to run on Linux - most existed even before Linux. They are not part of Linux and can (and do) actually work on any other of the Unix systems mentioned above.

Hence many efforts have been taken to package all of the utilities needed for a Unix system into a single collection, usually on a single easily installable CD.

Each of these efforts combines hundreds of 'packages' (eg the Apache web server is one package, the Netscape web browser is another) into a Linux 'distribution'.

Some of the known Linux distributions are:

- *Apocalypse* <<http://www.gate.net/~mclinux/>>
- *Armed Linux* <<http://www.armed.net/>>
- *Bad Penguin Linux* <<http://web.tiscalinet.it/badpenguin/>>
- *Bastille Linux* <<http://www.bastille-linux.org/>>
- *Best Linux (Finnish/Swedish)* <<http://www.bestlinux.net/>>
- *Bifrost* <<http://www.data.slu.se/bifrost/dist.en.html>>
- *Black Cat Linux (Ukrainian/Russian)* <<http://www.blackcatlinux.com/>>
- *Caldera OpenLinux* <<http://www.calderasystems.com>>
- *CCLinux* <<http://www.CosmicChaos.com/CCLinux/>>
- *Chinese Linux Extension* <[http://cle.linux.org.tw/CLE/e\\_index.shtml](http://cle.linux.org.tw/CLE/e_index.shtml)>
- *Complete* <[http://www.macmillansoftware.com/catalog/software\\_bud.cfm?isbn=1575953099](http://www.macmillansoftware.com/catalog/software_bud.cfm?isbn=1575953099)> *Linux*
- *Conectiva Linux (Brazilian)* <<http://www.conectiva.com.br/cl/index.html>>
- *Debian GNU/Linux* <<http://www.debian.org>>
- *Definite Linux* <<http://definite.ukpost.com/definite.html>>
- *DemoLinux* <<http://www.demolinux.org/>>
- *DLD* <<http://www.delix.de>>
- *DLite* <<http://opensrc.org/dlite/>>
- *DLX* <<http://www.wu-wien.ac.at/usr/h93/h9301726/dlx.html>>
- *DragonLinux* <<http://www.dragonlinux.nu/>>
- *easyLinux* <<http://www.easyLinux.com>>
- *Enoch* <<http://enoch.masslinux.com/>>
- *Eridani Star System* <<http://www.amush.cx/linux/>>

- *Eonova Linux* <<http://www.eonova.com/>>
- *e-smith server and gateway* <<http://www.e-smith.net>>
- *Eurielec Linux (Spanish)* <<http://www.etsit.upm.es/~eurielec/linux>>
- *eXecutive Linux* <<http://www.exelinux.com/>>
- *floppyfw* <<http://www.zelow.no/floppyfw/>>
- *Floppix* <<http://www.algonquinc.on.ca/~macewal/floppix/>>
- *Green Frog Linux* <<http://members.linuxstart.com/~austin/index.html>>
- *hal91* <<http://home.sol.no/~okolaas/hal91.html>>
- *Hard Hat Linux* <<http://www.mvista.com/hardhat/>>
- *Independence* <<http://independence.seul.org/>>
- *Jurix* <<http://www.jurix.org>>
- *Kha0s Linux* <<http://www.kha0s.org/>>
- *KRUD* <<http://www.tummy.com/krud/>>
- *KSI-Linux* <<http://www.ksi-linux.com>>
- *Laetos* <<http://www.laetos.org>>
- *LEM* <<http://linux-embedded.com/>>
- *Linux Cyrillic Edition* <<http://www.usoft.spb.ru/Graphic/English/Products/products.html>>
- *LinuxGT* <<http://www.greysite.com>>
- *Linux-Kheops (French)* <<http://www.linux-kheops.com/kh97-33/index.htm>>
- *Linux MLD (Japanese)* <<http://www.mlb.co.jp>>
- *LinuxOne OS* <<http://www.linuxone.net/>>
- *LinuxPPC* <<http://www.linuxppc.com>>
- *LinuxPPP (Mexican)* <<http://www.os.com.mx/>>
- *Linux Pro Plus* <<http://www.LinuxMall.com/Allprod/lxcdr.html>>
- *Linux Router Project* <<http://www.linuxrouter.org>>
- *LOAF* <<http://loaf.ecks.org/>>
- *LSD* <<http://wwwcache.ja.net/dev/lsd/>>
- *Mandrake* <<http://www.linux-mandrake.com/>>
- *Mastodon* <<http://www.pell.portland.or.us/~orc/Mastodon/>>
- *MicroLinux* <<http://linux.hr/microlinux/>>
- *MkLinux* <<http://www.mklinux.org>>
- *muLinux* <<http://mulinux.nevalabs.org/>>

- *nanoLinux II* <<http://www.pluto.linux.it/ildp/AppuntiLinux/AL-13.40.172.html>>
- *NoMad Linux* <<http://www.nomadlinux.com/>>
- *OpenClassroom* <<http://www.openclassroom.org/>>
- *Peanut Linux* <<http://metalab.unc.edu/peanut/>>
- *Plamo Linux* <<http://www.linnet.gr.jp/~kojima/Plamo/>>
- *PLD* <<http://www.pld.org.pl>>
- *Project Ballantain* <<http://www.linuxsupportline.com/~router/>>
- *PROSA* <<http://www.prosa.it/prosa-debian/>>
- *QuadLinux* <<http://www.quadlinux.com/>>
- *Red Hat* <<http://www.redhat.com>>
- *Rock Linux* <[http://www.rock-projects.com/linux\\_e.html](http://www.rock-projects.com/linux_e.html)>
- *RunOnCD* <<http://www.netian.com/~cgchoi>>
- *ShareTheNet* <<http://www.ShareTheNet.com>>
- *Skygate* <<http://www.skygate.co.uk/skylinux.html>>
- *Slackware* <<http://www.slackware.com>>
- *Small Linux* <<http://smalllinux.netpedia.net>>
- *Stampede* <<http://www.stampede.org>>
- *Stataboware* <<ftp://www.netstat.ne.jp/pub/Linux/Linux-Alpha-JP/>>
- *Storm Linux* <<http://www.stormix.com>>
- *SuSE* <<http://www.suse.com>>
- *Tomsrtbt* <<http://www.toms.net/rb/home.html>>
- *Trinux* <<http://www.trinux.org/>>
- *TurboLinux* <<http://www.turbolinux.com>>
- *uClinux* <<http://ryeham.ee.ryerson.ca/uClinux>>
- *Vine Linux* <<http://vine.flatout.org>>
- *WinLinux 2000* <<http://www.winlinux.net/>>
- *Xdenu* <<http://xdenu.tcm.hut.fi/>>
- *XTeamLinux* <<http://www.xteamlinux.com.cn>>
- *Yellow Dog Linux* <<http://www.yellowdoglinux.com/>>

There are over a hundred distributions of Linux. Many are just minor variations on an existing distributions.

### 47.1.7 Who developed Linux?

Linux was largely developed by the *Free Software Foundation* <<http://www.gnu.org/>>.

The *the Orbiten Free Software Survey* <<http://www.orbiten.org/>> came up with the following breakdown of contributors after surveying a wide array of open source packages. The following listing is the top 100 contributors by amount of code written:

---

Serial	Author	Bytes	Percentage	Projects
1	free software foundation, inc	125565525	(11.246%)	546
2	sun microsystems, inc	20663713	(1.85%)	66
3	the regents of the university of california	15192791	(1.36%)	156
4	gordon matzigkeit	13599203	(1.218%)	267
5	paul houle	11647591	(1.043%)	1
6	thomas g. lane	8746848	(0.783%)	17
7	the massachusetts institute of technology	8513597	(0.762%)	38
8	ulrich drepper	6253344	(0.56%)	142
9	lyle johnson	5906249	(0.528%)	1
10	peter miller	5871392	(0.525%)	3
11	eric young	5607745	(0.502%)	48
12	login-belabas	5429114	(0.486%)	2
13	lucent technologies, inc	4991582	(0.447%)	5
14	linus torvalds	4898977	(0.438%)	10
15	uncredited-gdb	4806436	(0.43%)	
16	aladdin enterprises	4580332	(0.41%)	27
17	tim hudson	4454381	(0.398%)	26
18	carnegie mellon university	4272613	(0.382%)	23
19	james e. wilson, robert a. koeneke	4272412	(0.382%)	2
20	id software, inc	4038969	(0.361%)	1
21	troll tech as	3525286	(0.315%)	8
22	login-vern	3499616	(0.313%)	47
23	the rasterman	3223386	(0.288%)	13
24	the university of washington	3111452	(0.278%)	8
25	mrc@cac.washington	3074733	(0.275%)	8
26	the apache group	3040801	(0.272%)	16
27	uncredited-beta0413.zip	2926198	(0.262%)	
28	login-stanton	2879071	(0.257%)	2
29	bruno haible	2815705	(0.252%)	5
30	kungliga tekniska ho:gskolan	2774431	(0.248%)	3
31	silicon graphics, inc	2747591	(0.246%)	23
32	login-assar	2677233	(0.239%)	3
33	roland mcgrath	2644911	(0.236%)	99
34	login-karim	2636442	(0.236%)	3
35	uncredited-oskit	2630229	(0.235%)	
36	mxj02154@niftyserve.or	2582570	(0.231%)	1
37	j. schilling	2562021	(0.229%)	5
38	mark russell, university of kent at canterbury	2497901	(0.223%)	1
39	uncredited-linuxconf-1.16r3.2	2471054	(0.221%)	
40	a kjeldberg, l gregersen, p unold	2445310	(0.219%)	1
41	e. i. du pont de nemours	2417804	(0.216%)	2

---

42	company	2417804	(0.216%)	2
43	andrew tridgell	2385934	(0.213%)	12
44	mal@lemburg	2360283	(0.211%)	4
45	uncredited-kaffe-1.0.b4	2357993	(0.211%)	
46	uncredited-vim	2346357	(0.21%)	
47	the lidia group	2330414	(0.208%)	2
48	jcameron@webmin	2321032	(0.207%)	1
49	frystyk@w3	2316448	(0.207%)	2
50	uncredited-Generic-NQS	2301797	(0.206%)	
51	jean-loup gailly	2256335	(0.202%)	31
52	uncredited-compat-binutils	2201822	(0.197%)	
53	uncredited-binutils	2201822	(0.197%)	
54	digital equipment corporation	2182333	(0.195%)	37
55	wessels@nlanr	2144514	(0.192%)	2
56	uncredited-kerbnet-source	2117431	(0.189%)	
57	uncredited-egcs64	2104128	(0.188%)	
58	damon chaplin	2053568	(0.183%)	2
59	xerox corporation	2040641	(0.182%)	11
60	x consortium	2017575	(0.18%)	22
61	peter mattis	2009348	(0.179%)	7
62	spencer kimball	1997682	(0.178%)	7
63	josh macdonald	1994755	(0.178%)	28
64	peter mattis, spencer kimball	1981094	(0.177%)	28
65	ygh@dlut.edu	1945638	(0.174%)	1
66	schenney@cs.berkeley	1939994	(0.173%)	1
67	ian@cygnus	1919300	(0.171%)	4
68	uncredited-itetris	1911304	(0.171%)	
69	dolson@raven-games	1841600	(0.164%)	1
70	jarkko oikarinen and	1825292	(0.163%)	6
71	dyade	1807909	(0.161%)	2
72	sac@cygnus	1800228	(0.161%)	5
73	jamie zawinski	1798477	(0.161%)	22
74	david s. miller	1783973	(0.159%)	3
75	login-schmidt	1751606	(0.156%)	2
76	php development team	1723478	(0.154%)	2
77	me@cs.hmc	1700887	(0.152%)	13
78	alexander larsson	1700771	(0.152%)	4
79	sales@troll	1696048	(0.151%)	5
80	uncredited-emacs	1680125	(0.15%)	
81	ettore@comm2000	1624798	(0.145%)	2
82	burley@gnu	1622853	(0.145%)	1
83	uncredited-grace	1607889	(0.144%)	
84	netscape communications corporation	1596984	(0.143%)	6
85	zen@lix.polytechnique	1563899	(0.14%)	1
86	expert interface technologies	1524688	(0.136%)	2
87	paul mackerras	1497161	(0.134%)	6
88	mark adler	1457105	(0.13%)	23
89	victor@shoup	1445196	(0.129%)	1
90	schmidt@cs.wustl	1441570	(0.129%)	2
91	international business machines corporation	1435738	(0.128%)	1
92	uncredited-gle-3.3h-src	1422913	(0.127%)	
93	cagney@highland.com	1418622	(0.127%)	1



94	pharvey@codebydesign	1415670	(0.126%)	1
95	jjc@jclark	1394454	(0.124%)	4
96	uncredited-Yap4.2.0	1365009	(0.122%)	
97	rschultz@informatik.uni-rostock	1362889	(0.122%)	1
98	uncredited-xntp3	1360840	(0.121%)	
99	login-shields	1352815	(0.121%)	1
100	mark podlipec	1329783	(0.119%)	4

---

This listing contains top 100 contributors by number of projects contributed to:

---

Serial	Author	Bytes	Percentage	Projects
1	free software foundation, inc	125565525	(11.246%)	546
2	gordon matzigkeit	13599203	(1.218%)	267
3	the regents of the university of california	15192791	(1.36%)	156
4	ulrich drepper	6253344	(0.56%)	142
5	roland mcgrath	2644911	(0.236%)	99
6	sun microsystems, inc	20663713	(1.85%)	66
7	rsa data security, inc	898817	(0.08%)	59
8	martijn pieterse	452661	(0.04%)	50
9	eric young	5607745	(0.502%)	48
10	login-vern	3499616	(0.313%)	47
11	jot@cray	691862	(0.061%)	47
12	alfredo k. kojima	280990	(0.025%)	40
13	the massachusetts institute of technology	8513597	(0.762%)	38
14	digital equipment corporation	2182333	(0.195%)	37
15	david j. mackenzie	337388	(0.03%)	37
16	rich salz	365595	(0.032%)	35
17	jean-loup gailly	2256335	(0.202%)	31
18	eggert@twinsun	387923	(0.034%)	30
19	josh macdonald	1994755	(0.178%)	28
20	peter mattis, spencer kimball	1981094	(0.177%)	28
21	jef poskanzer	1032962	(0.092%)	28
22	pinard@iro.umontreal	154451	(0.013%)	28
23	aladdin enterprises	4580332	(0.41%)	27
24	tim hudson	4454381	(0.398%)	26
25	clarkd@skyia	158508	(0.014%)	24
26	jima@netcom	87640	(0.007%)	24
27	ghost@aladdin	87009	(0.007%)	24
28	carnegie mellon university	4272613	(0.382%)	23
29	silicon graphics, inc	2747591	(0.246%)	23
30	mark adler	1457105	(0.13%)	23
31	x consortium	2017575	(0.18%)	22
32	jamie zawinski	1798477	(0.161%)	22
33	71755.204@compuserve	102045	(0.009%)	22
34	tgl@sss.pgh.pa	100078	(0.008%)	22
35	haible@ilog	1028352	(0.092%)	21
36	at+t bell laboratories	849403	(0.076%)	21
37	john_fletcher@lccmail.ocf.llnl	97392	(0.008%)	21
38	mgardi@watdscu.waterloo	122665	(0.01%)	19
39	richard stallman	193975	(0.017%)	18

40	thomas g. lane	8746848	(0.783%)	17
41	red hat, inc	1030926	(0.092%)	17
42	smb@research.att	195770	(0.017%)	17
43	jberets@bbn	195770	(0.017%)	17
44	the apache group	3040801	(0.272%)	16
45	login-dholland	567153	(0.05%)	16
46	red hat software, inc	423660	(0.037%)	16
47	sopwith@redhat	408438	(0.036%)	16
48	david koblas	149361	(0.013%)	16
49	others	214909	(0.019%)	15
50	tege@sics	114361	(0.01%)	15
51	colin@nyx10.cs.du	100635	(0.009%)	14
52	steve@edmweb	90338	(0.008%)	14
53	gary s. brown	86448	(0.007%)	14
54	how@isl.stanford	75130	(0.006%)	14
55	the rasterman	3223386	(0.288%)	13
56	me@cs.hmc	1700887	(0.152%)	13
57	login-root	887783	(0.079%)	13
58	koblas@netcom	400012	(0.035%)	13
59	johnsonm@redhat	172275	(0.015%)	13
60	ceder@lysator.liu	48212	(0.004%)	13
61	djm@ai.mit	46462	(0.004%)	13
62	andrew tridgell	2385934	(0.213%)	12
63	apple computer, inc	937463	(0.083%)	12
64	fnf@cygnus	533815	(0.047%)	12
65	university of toronto	441723	(0.039%)	12
66	faith@cs.unc	256058	(0.022%)	12
67	login-jtc	221950	(0.019%)	12
68	rsc@cs.arizona	62103	(0.005%)	12
69	berg@pool.informatik.rwth-aachen	34196	(0.003%)	12
70	engineering@morningstar	20935	(0.001%)	12
71	smb@ulysses.att	20935	(0.001%)	12
72	xerox corporation	2040641	(0.182%)	11
73	marekm@il7linuxb.ists.pwr.wroc	546188	(0.048%)	11
74	roessler@guug	262322	(0.023%)	11
75	blong@fiction	199142	(0.017%)	11
76	graham barr	186631	(0.016%)	11
77	ewt@redhat	105508	(0.009%)	11
78	warp@xs4all	41077	(0.003%)	11
79	phk@login.dknet	31411	(0.002%)	11
80	linus torvalds	4898977	(0.438%)	10
81	internet software consortium	905988	(0.081%)	10
82	miguel@nuclecu.unam	612611	(0.054%)	10
83	kraxel@goldbach.in-berlin	514920	(0.046%)	10
84	red hat software	278053	(0.024%)	10
85	msf@redhat	201028	(0.018%)	10
86	jrs@world.std	189936	(0.017%)	10
87	info@uunet.uu	50945	(0.004%)	10
88	server@rtfm.mit	47222	(0.004%)	10
89	ghazi@caip.rutgers	44886	(0.004%)	10
90	chip@chinacat.unicom	37247	(0.003%)	10
91	brendan@cs.widener	26467	(0.002%)	10
92	friedman@prep.ai.mit	15082	(0.001%)	10

I myself come in at 0.01 percent or 120000 bytes of code. By my own reckoning, I have written at least ten times that, so I am sure that there are many other authors inaccurately represented. It does however serve to give an approximate idea of the spread of contributions.

### 47.1.8 Why should I not use Linux?

If you are a private individual with no Unix expertise available to help you when you come into problems, AND you are not interested in learning about the underlying workings of a Unix system, then don't install Linux.

If you depend on your desktop programs always looking and working the same way, and you are not interested in the security of your data, or the performance of your machine, then don't install Linux.

If you are not interesting in leaving your computer on week after week and have the desktop remain as you left it day in and day out, without failures or losses in performance, then don't install Linux.

## 47.2 Linux, GNU and Licensing

This section covers questions about the nature of free software and the concepts of GNU

### 47.2.1 What is Linux's license?

The Linux kernel is distributed under the GNU General Public License (GPL), available from the Free Software Foundation:

- *FSF Home Page* <<http://www.gnu.org/>>

Most (95% ?) of all other software in a typical Linux distribution is also under the GPL or the LGPL (see below).

There are many other types of free software licenses. Each of these is based on particular commercial or moral outlooks. Their acronyms are as follows (as defined by the Linux Software Map database) in no particular order:

- PD - Placed in public domain
- shareware - Copyrighted, no restrictions, contributions solicited
- MIT - MIT X Consortium license (like BSD's but with no advertising requirement)
- BSD - Berkeley Regents copyright (used on BSD code)
- Artistic License - Same terms as Perl Artistic License
- FRS - Copyrighted, freely redistributable, may have some restrictions on redistribution of modified sources
- GPL - GNU General Public License
- GPL 2.0 - GNU General Public License, version 2.0
- GPL+LGPL - GNU GPL and Library GPL
- restricted - Less free than any of the above

More info on these licenses can be had from

- <ftp://metalab.unc.edu/pub/Linux/LICENSE>

### 47.2.2 What is GNU?

GNU is an acronym for Gnu's Not Unix. A gnu is a large beast and is the motif of the Free Software Foundation (FSF). GNU is a 'recursive' acronym.

Richard Stallman is the founder of the FSF and the creator of the GNU General Public License. One of the purposes of the FSF is to promote and develop free alternatives to proprietary software. The GNU project is an effort to create a free Unix-like operating system from scratch and was started in 1984.

GNU represents this free software licensed under the GNU General Public License. GNU software is software designed to meet a higher set of standards than its proprietary counterparts.

GNU has also become a movement in the computing world. When the word GNU is mentioned, it usually evokes feelings of extreme left wing genius's who produce free software in their spare time that is far superior to anything even large corporations can come up with through years of dedicated development. It also means distributed and open development, encouraging peer review, consistency, compatibility and technical cutting edge information technology. GNU means doing things once in the best way possible, providing solutions instead of quick fixes, and looking exhaustively at possibilities instead of going for the most brightly coloured expedient approach.

GNU also means a healthy disrespect for the concept of a deadline and a release schedule.

### 47.2.3 Why is GNU software better than proprietary software?

Proprietary software is often looked down upon in the free software world for many reasons:

- It is closed to external scrutiny.
- Users are unable to add features to the software
- Users are unable to correct errors (bugs) in the software

The result of this is that proprietary software,

- does not conform to good standards for information technology.
- is incompatible with other proprietary software.
- is buggy.
- cannot be fixed.
- costs far more than it is worth.
- can do anything behind your back without you knowing.
- is insecure.
- tries to be better than other proprietary software without meeting real technical needs.
- wastes a lot of time duplicating the effort of other proprietary software.
- often does not build on existing software because of licensing issues or ignorance

GNU software on the other hand is open for anyone to scrutinize it. Users can (and do) freely fix and enhance software for their own needs, then allow others the benefit of their extensions. Many developers of different expertise collaborate to find the best way of doing things. Open industry and academic standards are adhered to, to make software consistent and compatible. Collaborated effort between different developers means that code is shared and effort is not replicated. Users have close and direct contact with developers ensuring that bugs are fixed quickly and users needs are met. Because source code can be viewed by anyone, developers write code more carefully and are more inspired and more meticulous.

Possibly the most important reason for the superiority of Free software is peer review. Sometimes this means that development takes longer as more people quibble of the best way of doing things. However most of the time it results in a more reliable product.

Another partial reason for this superiority is that GNU software is often written by people from academic institutions who are in the centre of IT research, and are most qualified to dictate software solutions. In other cases authors write software for their own use out of their own dissatisfaction for existing proprietry software - a powerful motivation.

#### **47.2.4 Explain the restrictions of Linux's 'free' GNU General Public (GPL) software license.**

The following is quoted from the GPL itself:

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

#### **47.2.5 If Linux is free, where do companies have the right to make money off selling CD's?**

See 'Where do I get Linux?' below.

#### **47.2.6 What if Linus Torvalds decided to change the copyright on the kernel? Could he sell out to a company?**

This is not possible. Because of the legal terms of the GPL, for Linux to be distributed under a different copyright would require the consent of all 200+ persons that have ever contributed to the Linux source code. These people come from such a variety of places, that such a task is logistically infeasible. Even if it did happen, new developers would probably rally in defiance and continue work on the kernel as it is. This free kernel would amass more followers and would quickly become the standard, with or without Linus.

### 47.2.7 What if Linus Torvalds stopped supporting Linux? What if kernel development split?

There are many kernel developers who have sufficient knowledge to do the job of Linus. Most probably a team of core developers would take over the task if Linus no longer worked on the kernel. Linux might even split into different development teams if a disagreement did break out about some programming issue. It may rejoin later on. This is a process that many GNU software packages are continually going through to no ill effect. It doesn't really matter much from the end user's perspective since GNU software by its nature always tends to gravitate towards consistency and improvement, one way or the other. It also doesn't matter to the end user because the end user has selected a popular Linux distribution packaged by someone who has already dealt with these issues.

### 47.2.8 What is Open Source vs Free vs Shareware?

Open Source is a new catch phrase that is ambiguous in meaning but is often used synonymously with Free. It sometimes refers to any proprietary vendor releasing source code to their package, even though that source code is not 'free' in the sense of users being able to modify it and redistribute it. Sometimes it means 'public domain' software which anyone can modify, but which can be incorporated into commercial packages where later versions will be unavailable in source form.

Hence we don't like to use the term 'Open Source'. 'Free' software, in the sense of 'freedom' to modify and redistribute, is the preferred term and necessitates a copyright license along the same vein as the GPL. Unfortunately, it's not a marketable term because it requires this explanation which tends to bore people who couldn't really care about licensing issues.

Shareware refers to completely non-free software that is encouraged to be redistributed at no charge, but which requests a small fee if it happens to land on your computer. It is not free software at all.

## 47.3 Linux Distributions

This section covers questions that about how Linux software is packaged and distributed, and how to obtain Linux.

### 47.3.1 If everyone is constantly modifying the source, isn't this bad for the consumer? How is the user protected from bogus software?

You as the user are not going to download arbitrary untested software any more than you would if you were using Win95.

When you get Linux, it will be inside a standard distribution, probably on a CD. Each of these packages is selected by the distribution vendors to be a genuine and stable release of that package. This is the responsibility taken on by those who create Linux distributions.

Note that there is no 'corporate body' that oversees Linux. Everyone is on their own mission. BUT, a package will not find its way into a distribution unless someone feels that it is a useful one. For people to feel it is useful means that they have to have used it over a period of time, and in this way only good, thoroughly reviewed software gets included.

Maintainers of packages ensure that official releases are downloadable from their home pages, and will upload original versions onto well established ftp servers.

It is not the case that any person is free to modify original distributions of packages and thereby hurt the names of the maintainers of that package.

For those who are paranoid that the software that they have downloaded is not the genuine article distributed by the maintainer of that software, digital signatures can verify the packager of that software. Cases where vandals have managed to substitute a bogus package for a real one are extremely rare, and entirely preventable.

### 47.3.2 There are so many different Linux versions - is this not confusion and incompatibility?

(See also next question.)

The Linux kernel is now on 2.2.19 as of this writing. There are no other versions of the Linux kernel that are considered stable and suited for broad public use. This has been a standard for more than a year.

The Linux kernel version does not effect the Linux user. Linux programs will work regardless of the kernel version. Kernel versions speak of features, not compatibility.

Each Linux distribution has its own versioning system. RedHat has just released version 7.0 of its distribution, Caldera, 2.2, Debian, 2.1, and so forth. Each new incarnation of a distribution will have newer versions of packages contained therein, and better installation software. There may also have been subtle changes in the filesystem layout.

The Linux Unix C library implementation is called glibc. When RedHat brought out version 5.0 of its distribution, it changed to glibc from the older 'libc5' library. Because all packages require this library, this was said to introduce incompatibility. It is true however that multiple versions of libraries can coexist on the same system and hence no serious compatibility problem was ever introduced in this transition. Other vendors have since followed suite in making the transition to glibc (also known as libc6).

The Linux community has also produced a document called the Linux Filesystem Standard. Most vendors try to be compliant with this standard, and hence Linux systems will look very similar from one distribution to another.

There is hence no real confusion or compatibility problems between Linux's.

### 47.3.3 Will a program from one Linux Distribution run on another? How compatible are the different distributions?

The different distributions are NOT like different operating systems (compare Sun vs IRIX). They are very similar and share binary compatibility (provided that they are for the same type of processor of course) - i.e. Linux binaries compiled on one system will work on another. Utilities also exist to convert packages meant for one distribution to be installed on a different distribution. Some distributions are however created for specific hardware and hence their packages will only run on that hardware. However all software specifically written for Linux will recompile without any modifications on another Linux platform in addition to compiling with 'few' modifications on other Unix systems.

The rule is basically this: if you have three packages that you would need to get working on a different distribution, then it is trivial to make the adjustments to do this. If you have a hundred packages that you need to get working, then it becomes a problem.

### 47.3.4 What is the best distribution to use?

If you are an absolute beginner and don't really feel like thinking about what distribution to get, the most popular and easiest to install is Mandrake. Mandrake is also supported quite well in industry.

The attributes of some distributions are:

Mandrake: Mandrake is RedHat with some packages added/updated. It has recently become the most popular, and may be worth using in preference to RedHat.



Debian: This is probably the most technically advanced. It is completely free and very well structured as well as standards conformant. It is slightly less elegant to install. Debian package management is vastly superior to any other. The distribution has legendary technical excellence.

RedHat: The most popular. What's nice about RedHat is that almost all developers provide RedHat rpm's (the file that a RedHat package comes in) (Mandrake and other distributions are also rpm based). Debian deb files are usually provided, but not as often as rpm.

Slackware: This was the first Linux distribution and is supposed to be the most current (software is always the latest). Its a pain to install and manage, although school kids who don't know any better love it.

There are a few other popular distributions worth mentioning here. Especially worth while are distributions developed in your own country that specialise in the support the local language.

A description of other distributions will be added to this section in the future.

### 47.3.5 Where do I get Linux?

Once you have decided on a distribution (see previous question), you need to download that distribution or buy/borrow it on CD. Commercial distributions may contain proprietary software that you may not be allowed to install multiple times. However, Mandrake, RedHat, Debian and Slackware are all committed to freedom and hence will not have any software that is non-redistributable. Hence if you get one of these on CD, feel free to install it as many times as you like.

Note that GPL does not say that GNU software is without cost. You are allowed to charge for the service of distributing, installing and maintaining software. It is the freedom to redistribute and modify GNU software that is meant by the word free.

The international mirror for Linux distributions is

- <ftp://metalab.unc.edu/pub/Linux/distributions/>

You would have a lot of free time to download from this link though, so rather use our (if you are South African) local mirrors on <ftp.is.co.za>, <ftp.linux.co.za> and <ftp.sdn.co.za>. Some universities also have mirrors: <ftp.wits.co.za> (Wits) and <ftp.sun.ac.za> (Stellenbosch).

(Its a good idea to browse around all these servers to get a feel of what software is available. Also check the date of the file, since some software can really sit around for years and there may be a more recent version available elsewhere on the internet.)

Downloading from these ftp sites is going to take a long time unless you have a really fast link. Hence rather ask around who locally sells Linux on CD. Do NOT adopt the attitude that since Linux is free, one should not have to pay for a CD. CD's are very cheap (R100 or so) - money that will pay for itself many times over in the time you save.

Also always make sure you have the LATEST VERSION of whatever it is you're buying or downloading. Under no circumstance install from a distribution that has been superseded by a newer version.

### 47.3.6 How do I install Linux?

It helps to think more laterally when asking trying to get information about Linux:

Would-be Linux users everywhere need to know how to install Linux. Surely the Free software community has long since generated documentation to help them? Where is that documentation?



Actually, RedHat has an extremely comprehensive installation guide in html format. Browse around your RedHat CD to find it.

There is also a lot of installation guides available on the net - see what happens when you do a net search with 'linux installation guide'. Each distribution will also have an installation guide as part of it. You need to read through that guide in detail. It will explain everything you need to know about setting up partitions, dual boots, etc.

The installation procedure WILL be completely different for each distribution.

## 47.4 Linux Support

This section explains where to get free and commercial help with Linux.

### 47.4.1 Where does a person get Linux support? My bought software is supported - how does Linux compete?

Linux is supported by the community that uses Linux. With commercial systems, users are too stingy to share their knowledge because they feel that they owe nothing for having spent it on software.

Linux users on the other hand are very supportive of other Linux users. A person can get FAR BETTER SUPPORT from the internet community that they would from their commercial software vendors. Most packages have email lists where the very developers are available for questions. Most cities have mailing lists (Gauteng and the Western Cape have ones) where responses to email questions are answered within hours. The very idea that Linux is not supported is laughed at by all those that have started using Linux. The new Linux user discovers that help abounds and that there is never want for a friendly discussion about any computing problem they may have. Remember that Linux is YOUR operating system.

Newsgroups provide assistance where Linux issues are discussed and help is given to new users - there are many such newsgroups. Using a newsgroup has the benefit of the widest possible audience.

The web is also an excellent place for support. Because users constantly interact and discuss Linux issues, 99% of the problems a user is likely to have would have already been documented or covered in mailing list archives, often obviating the need to ask anyone at all.

Finally, many professional companies will provide assistance at hourly rates comparable (usually cheaper) than for commercial software.

### 47.4.2 Should I buy a reference book for Linux? Where do I get one?

Your local bookstore should stock twenty titles at the least.

(It is not strictly necessary to buy a book - there are many online manuals tutorials, FAQ's and HOWTO's. However printed text will be a great help to those new to Unix.)

amazon.com is probably the best place to order for a wide selection. But do note that there may be other cheaper online ordering forums.

### 47.4.3 What companies support Linux in South Africa?

LPA Home Page <<http://www.lpa.org.za/>> contains a list of all companies that have joined the Linux Professionals Association (LPA).

#### 47.4.4 What mailing lists can I subscribe to in South Africa?

For the Cape Linux Users Group (CLUG): Send a one line message

subscribe clug-tech

to the email address:

majordomo@clug.org.za

This will subscribe you to the CLUG mailing list

clug-tech@clug.org.za

You will get a reply mail giving further instructions.

You can do the same for the Gauteng Linux Users Group (GLUG): majordomo@linux.org.za for glug@linux.org.za which probably has a lot more traffic, but then also has a lot more experts on it.

### 47.5 Linux Compared to Other Systems

This section discusses the relative merits of different Unix's and NT.

#### 47.5.1 What is the most popular Unix in the world?

It has long since been agreed that Linux has by far the highest install base of any Unix.

#### 47.5.2 How many Linux systems are there out there?

This is a question nobody really knows. Various estimates have been put forward based on statistical considerations. 10-20 million is the current figure. As Linux begins to dominate the embedded market that number will soon supercede the number of all other operating systems combined.

What is clear is that the number of Linux users is doubling consistently every year. This is evident from user interest and industry involvement in Linux - journal subscriptions, web hits, media attention, support requirements, software ports etc.

It is a well established fact that over 25% of all web servers are Linux, simply because it is easy to survey online machines.

#### 47.5.3 What is the TOTAL cost of installing and running NT compared to a Linux system?

Although Linux is free (or at most R100 for a CD), a good knowledge of Unix is required to install and configure a reliable server. This tends to cost you less than the same number of hours of qualified NT support, but it WILL still cost you.

On the other hand, your Win2000/NT workstation has to be licensed.

Many arguments have been put forward regarding server costs that fail to take into account the completely lifetime of the server. This has resulted in contrasting reports that either claim that Linux costs nothing, or claim that it is impossible to use because of the expense of the expertise required. Neither of these extreme views are true.

The total cost of a server includes the following:

- Cost of the Operating System
- Cost of dedicated software not inherently supported by the operating system
- Cost of hardware
- Cost of installation
- Cost of support
- Implicit costs of server down-time
- Cost of maintenance
- Cost of repair
- Cost of essential upgrades
- Linux can run many services (mail, file, web) off the same server rather than having dedicated servers - this can be a tremendous saving.

When all these factors are considered, any company will probably make a truly enormous saving by choosing a Linux server over an NT server.

#### **47.5.4 What is the TOTAL cost of installing and running a Linux system compared to a proprietary Unix system?**

(See previous question.)

Proprietary Unix systems are not as user friendly as Linux. Linux is also considered far easier to maintain than any commercial Unix system because of its widespread use and hence easy access to Linux expertise. Linux has a far more dedicated and 'beginner-friendly' documentation project than any commercial Unix, and many more user friendly interfaces and commands.

The upshot of this is that though your proprietary Unix system will perform as reliably as Linux, its is going to be more time consuming to maintain.

Unix's that run on specialized hardware are almost never worth what you paid for them in terms of a cost/performance ratio. That goes doubly so if you are also paying for an operating system.

#### **47.5.5 How does Linux compare to other operating systems in performance?**

Linux will typically perform 50% to 100% better than other operating systems on the same hardware. There are no commercial exceptions to this rule on the PC.

There have been a great many misguided attempts to show that Linux performs better or worse than other platforms. I have never read a completely conclusive study. Usually these studies are done with one or other competing system having better expertise at its disposal, and are hence grossly biased. In some supposedly independent tests, Linux tended to outperform NT as a web server, file server and database server by an appreciable margin.

In general the performance improvement of a Linux box is quite visible to the user/administrator. It is especially noticeable how fast the file system access is, and how it scales smoothly when multiple services are being used simultaneously. Linux also performs well when loaded by many services simultaneously.

There is also criticism of Linux's SMP (multiprocessor) support, and lack of a journalling file system. These two issues are discussed in the next question.

In our experience (from both discussions and development), Linux's critical operations are always pedantically optimised - far more than would normally be encouraged in a commercial organisation. Hence if your hardware is not performing the absolute best it can, it's by a very small margin.

Its also probably not worth while debating these kinds of speed issues where there are so many other good reasons to prefer Linux.

#### **47.5.6 What about SMP and a journalling file-system? Is Linux enterprise ready?**

It really doesn't matter whether there are criterion to say if Linux is or isn't READY for the enterprise. The fact is that Linux is being USED in a great many close-to-mission-critical situations and in situations that require high performance, and that those administrators using it are happy with its performance. Moreover there are many situations where vendors recommend Linux over any other system for hosting their applications. The author has personally configured critical machines to the satisfaction of the client.

Linux is supposed to lack proper SMP support and therefore not be as scalable as other OS's. This is somewhat true and has been the case until kernel 2.4 was released in January 2001. On the other hand, one should ask how many companies are actually buying these SMP motherboards with 4, 8 and 16 processors. For 95% of the situations where the author had to install a server, an entry level PC was more than sufficient.

Linux has a proper journalling filesystem called ReiserFS. This ultimately means that in the event of a power failure, there is no chance that the file-system would ever be corrupted, and no chance that manual intervention would be required to fix the file-system.

#### **47.5.7 Does Linux only support 2 Gig of memory and 128 Meg of swap?**

Linux supports a full 64 Gig (sixty four gigabytes) of memory, (provided that a kernel patch is applied (?)). This was tested with 8 processes running simultaneously on an 8-CPU Xeon machine having 8 Gigs of RAM. Each process used a full 1 Gig of unshared memory.

If you really need this much memory, you should be using a 64 bit system, like a DEC Alpha, or Sun UltraSparc machine.

On 64 bit systems, Linux supports more memory than most first world governments can afford to buy.

Linux supports as much swap space as you like. For technical reasons, however, the swap space used to require division into separate partitions of 128 Meg each.

#### **47.5.8 Is UNIX not antiquated? Is its security model not outdated?**

The principles underlying OS development have not changed since the concept of an OS was invented some 30+ years ago. It is really academia that develop the theoretical models for computer science - industry only implements these.

It has been claimed that UNIX is antiquated. This would be a fair criticism if critics had taken into account any of the available technology when developing their own systems. It is quite obvious that NT was developed to be somewhat compatible with Win95, and hence owes many of its limitations to the original MSDOS.

UNIX has a one-administrator, many-users security model. NT is supposed to have improved upon this: if you know of any worthwhile examples of effective use of multiple administrators under NT, please let me know. On the other hand there are Linux systems which have been fiddled to appear as multiple Unix systems on one machine, each with their own administrator, web server, mail server etc. This is quite remarkable.

It is interesting to question what benefit multiple-administrator-ness has to a system like NT that cannot be maintained remotely. If the administrator has to sit in front of the box to administrate it, they can just as well unplug

the box and reformat its hard-disk.

For what its worth, it is in fact possible under UNIX to selectively decide what users can access what system configuration files, without giving them full administrator privileges. The machine can be completely maintained from a remote location.

As regards security: a general principle for any mechanical or electronic system is that something cannot be said to be secure before it is at least functionally reliable.

#### 47.5.9 What is C2 certification? Windows NT has it, why doesn't Linux have it?

C2 basically means that a user can specify which other users can access his/her files. It also says that a log of who accessed what must be kept.

It has nothing to do with how difficult it is to compromise a system or to underhandedly gain administration privileges.

Here is the EXECUTIVE SUMMARY of the National Computer Security Centre (NCSC) Final Evaluation. (Incidentally, this executive summary was compiled using LaTeX - a typesetting language for UNIX.)

The security protection provided by Microsoft Windows NT Workstation and Server Version 3.5 with Service Pack 3 when configured according to the Windows NT Trusted Facility Manual, has been evaluated by the National Security Agency (NSA). The security features of Microsoft Windows NT Workstation and Server were examined against the requirements specified by the Department of Defense Trusted Computer System Evaluation Criteria (TCSEC) dated December 1985 to establish a rating. The evaluation team has determined that the highest class for which Microsoft Windows NT Workstation and Server Version 3.5 with Service Pack 3 satisfies all the specified requirements of the TCSEC is C2. In addition, the B2 Trusted Path and B2 Trusted Facility Management functional requirements are also satisfied. A system that has been rated C2 provides a Trusted Computer Base (TCB) that enforces a Discretionary Access Control (DAC) policy to protect information and allow users to share information under their control with other specified users, identification and authentication of users to control access to the system and enforce accountability, the prevention of access to residual information from a previous user's actions, and the auditing of security related events. A system that satisfies the B2 Trusted Path requirement supports a trusted communication path between the TCB and the user for identification and authentication. A system that satisfies the B2 Trusted Facility Management requirement supports the ability to separate operator and administrator functions. Microsoft Windows NT Workstation and Server Version 3.5 with Service Pack 3 is a preemptive multitasking multiprocessor operating system which runs on both CISC (Intel Pentium) and RISC (DEC Alpha) hardware architectures. The platforms in the evaluated configuration are: the Compaq Proliant 2000 and 4000 and the DECpc AXP/150.

On page 3 of the report it is clearly stated that the "(POSIX) component is eliminated (i.e. not considered for review) because its UNIX-based security features have not been integrated well with the security features of the Windows NT operating system." and also that "The networking components of Windows NT are eliminated in this configuration."

In other words, the C2 security of NT would mean practically nothing to any corporation anywhere.

The NCSC is entirely a subsidiary of the National Security Agency (NSA) of the US government. Since the US government prohibits export of encryption technology, and since a secure facility requires encryption technology to have any hope of being useful in practice, the TCSEC is of no use to anyone outside of the US. The TCSEC's aim (to provide industry with a benchmark) implicitly refers to products distributed in the US only. I.e. not Microsoft.

Linux will never be C2 certified because the certification requirement dictates that (page 2) "the release being evaluated must not undergo any additional development" (an obvious requirement for a package). Which in the case of Linux is impossible. It may however be possible to certify a particular binary version of Linux, but then that

version would become useless if any security exploits were ever discovered. In the first place, Linux does not have C2 features (AFAIK).

It is questionable whether the TCSEC will ever have any relevance to mainstream IT infrastructures. The Internet Engineering Task Force (IETF) is really the organisation that dictates security protocols, which is closer to what we are really talking about when we say "security".

#### **47.5.10 What are claimed to be the principle differences between Unix and NT that make Unix advocates against NT?**

Many claims are frequently made against NT by Unix advocates. These sometimes spring from rumors that circulate about the internals of the NT system as well as about politics surrounding its development. Unix advocates will frequently jeer at what they think are poorly implemented protocols, expedient subsystems, bad design decisions or insecure services. In particular, many stories circulate about how NT failed at a particular function where a Unix box performed admirably. They speak of experiences where NT crashed unpredictable or under particular loading conditions, and theorize about how smaller cheaper systems running Linux/FreeBSD/etc could outperform NT. Some of the arguments comparing Unix to NT require a considerable technical understanding to appreciate, so will not be explained here. The following broad outline gives some idea of the Unix advocate's position.

Unix conforms to many tried and tested standards such as POSIX, BSD and SYSV. These standards dictate the Application Programmers Interfaces (API), file system layout, communication protocols and data formats underlying an OS. In the case of NT these were created mostly from scratch thus inventing its own standard. No external review process existed to ensure that the created standards were enduring and technically sound. Unix, on the other hand, was designed to be a standard to which many different implementations could conform and has evolved over a long period of time.

NT is not a true multi-user system. It is sometimes thought that NT is multi-user because of its ability to host, for example, multiple simultaneous ftp logins. Such does not constitute true multi-user-ability. A Unix system allows multiple users to log onto the same server and all start running spread sheets, word processors and web browsers, completely unaware of each other's presence on the system, and each with their own secure environment that other users cannot access.

Some may argue what the point of such a flexible system is, since in most cases, each user has their own stand-alone PC, and an internet server has no-one logged onto it at all. The point is many fold: Multi-user-ability isolates separate subsystems so that they cannot interfere with each other. It provides a stable and generic framework within which services can operate. It secures individual services from compromising a system's stability and security.

The administrator and developer capitalize on this framework, to more easily and soundly develop, customize, and support software. New Unix users very soon can't live without this flexibility.

Another major difference between Unix and NT is the apparent target market of administrators who are likely to use these systems. NT does not require the administrator to understand software programs. Unix on the other hand is widely driven by scripting languages for its configuration and maintenance: the administrator is also a developer, and need not rely on the existence of a pre-written package to solve a problem - the feature can be created, and there are always many ways to do it.

Hence, on Unix, the administrator's creativity and ingenuity allow them to quickly and easily customize the system. Unix programs are in general designed to inter-operate with each other allowing the automation of any program within a scripting language. Nationwide database networks have been easily created through simple scripts, without the need for expensive development or purchasing of software. A simple example is often cited by Linux advocates: 'Try add a new user on NT. Now try add a thousand new users'. Its very easy to do something with mouse clicks. Its far more important to be able to automate a process.

Unix systems are designed to be network transparent at their lowest levels. This means that whatever a program does, it should be able to do across a network. Whenever you use a Unix machine you are using it through a logical or physical network layer, thus facilitating any kind of remote access to a server. This means for example



that you can do remote administration. You do not have to have a program installed on your machine to run it, or have a file on your machine to access it. Anything that you can do with your computer you can do on another computer across a network with complete transparency to the fact. Some feel that NT does not exploit the full potential of networking.

In terms of down-time, stability and performance, Unix systems are conjectured to be far better than NT. A Unix system will stand for years without a reboot - any configuration changes made will necessitate that only the affected subsystem be restarted and not the entire machine. Unix systems on PC's are reported to be more scalable and faster than NT.

As a developer, Unix code writers have countless GNU packages available to them as examples, whereas traditional industry does not disclose its source code. The Unix developer can hence freely borrow and review code of other packages thus making development much more economical. Unix development tools have evolved over a much longer period of time than NT, and are written and supported by the very community that uses them.

#### **47.5.11 What do Linux users say when they compare SCOs Unix to Linux? Should I upgrade to Linux from SCOs Unix?**

Some Linux users that use SCOs Unix have claimed that it is inflexible and difficult to maintain. It does run the X Window System, but generally the utilities that come with a basic machine have far less options and features compared to the GNU utilities which Linux users are used to.

It is, on the other hand, an extremely reliable server that has security features not present in Linux. Unfortunately, some Linux users consider these and many of the other distinguishing features of SCOs Unix to be inapplicable to them.

Because Linux flawlessly runs native binaries for this system, it might be a good idea to upgrade your machine to Linux. You can still keep any third party software without having to get Linux versions of them, and then have the benefit of many features that SCOs Unix would require licenses for.

SCOs musketeers exclaim SCOs better price/performance for certain very high end multiple CPU servers. If it is worthwhile buying a SCO license for one of these, it won't be for much longer.

#### **47.5.12 What do Linux users say when they compare Solaris/SunOS to Linux? Should I switch to Linux?**

Suns systems are of the best around. Like other Unix's, Solaris is stable as a rock. On older SUN workstations Linux has been shown to substantially improve performance over the original OS, so Linux has been installed to breath new life back into this hardware.

On the latest high end SUN servers, we are not sure if its worth reinstalling a different operating system. However its an excellent idea to install a full set of GNU utilities to make administration and development easier.

If you do install, say, RedHat on a SUN, you would have the benefit of RedHat package management and a nice array of useful programs that would take a long time to install under the native OS. The real advantage would be if you had other Linux systems on the network - your SUN box would then look exactly the same and hence be easy to administer.

Solaris for the PC is available, but is said to be slower than Linux.

#### **47.5.13 How does FreeBSD compare to Linux?**

FreeBSD is like a Linux distribution in that it also relies on a large number of GNU packages. Most of the packages available in Linux distributions are also available for FreeBSD.

FreeBSD is not merely a kernel but also a distribution, a development model, an operating system standard, and a community infrastructure. FreeBSD should actually be compared to Debian and NOT to Linux.

The arguments comparing the FreeBSD kernel to the Linux kernel center around the differences between how various kernel functions are implemented. Depending on the area you look at, either Linux or FreeBSD will have a better implementation. On the whole, FreeBSD is thought to have a better architecture, although Linux has had the benefit of being ported to many platforms and has a great many more features and supports far more hardware. It is questionable whether the performance penalties we are talking about are of real concern in most practical situations.

GPL advocates take issue with FreeBSD because its licensing allows a commercial organisation to use FreeBSD without disclosing additions to the source code.

None of this offsets the fact that either of these systems are preferable to proprietary ones.

#### **47.5.14 Should I switch to Linux from IRIX?**

IRIX is also (see previous questions) a good system. You should not try replacing IRIX with Linux unless you are a really keen experimenter. Linux support for the SGI is not as good as for the SUN.

Do however download all the GNU utilities you can get your hands on. SGI's are even better machines once given the GNU touch.

Its worth mentioning that Silicon Graphics has actually pledged tremendous support to Linux. Silicon Graphics Intel based workstation are being shipped that run only Linux. Silicon Graphics is said to be in the process of scrapping its NT support. Because Silicon Graphics seems to be porting important kernel features from IRIX to Linux, one can hypothesise that they are considering converting everything over to Linux in the future.

## **47.6 Technical**

This section covers various specific and technical questions.

### **47.6.1 Are Linux CD's readable from Win95/98/00 ?**

Yes. This will allow you to browse the installation documentation on the CD.

### **47.6.2 Can I run Linux and Win95/98/00 on the same machine?**

Yes, Linux will occupy two or more partitions, while Win95 will sit in one of the primary partitions. At boot time, a boot prompt will ask you to select which operating system you would like to boot into.

### **47.6.3 How much space do I need to install Linux?**

A useful distribution of packages that includes the X Window System (Unix's graphical environment) will occupy less than 1 gigabyte. A network server that does not have to run X can get away with about 300 megabytes. Linux can run on as little as a single stiffy disk - thats 1.4 megabytes - and still perform various network services.



#### 47.6.4 What are the hardware requirements?

Linux runs on many different hardware platforms, as explained above. The typically user should purchase an entry level PC with at least 16 megabytes of RAM if they are going to run the X Window System smoothly (Unix's graphical environment).

A good Linux machine is a PII 300 (or AMD, K6, Cyrix etc.) with 64 megabytes of RAM and a 2 megabyte graphics card (i.e. capable of run 1024x768 screen resolution in 15/16 bit color). 1 gigabyte of free disk space is necessary.

If you are using scrap hardware, an adequate machine for the X Window System should not have less than a 486-100MHz processor and 8 megabytes of RAM. Network servers can run on a 386 with 4 megabytes of RAM, and a 200 megabyte hard drive.

Note that recently some distributions are coming out with Pentium only compilations. This means that your old 386 will no longer work. You will then have to compile your own kernel for the processor you are using, and possibly recompile packages.

#### 47.6.5 What hardware is supported? Will my sound/graphics/network card work?

About 90% of all hardware available for the PC is supported under Linux. In general, well established brand names will always work, these will tend to cost more though. New graphics/network cards are always being released onto the market, If you buy one of these, you may have to wait many months before support becomes available (if ever).

To check on hardware support check the Linux hardware howto:

- *Hardware-HOWTO*

`<http://users.bart.nl/~patrickr/hardware-howto/Hardware-HOWTO.html>`

This may not be up to date, so its best to go to the various references listed in this document and get the latest info.

#### 47.6.6 Can I view my Win95/98/00/NT, DOS, etc. files under Linux?

Linux has read and write support for all these file systems. Hence your other partitions will be readable from Linux. In addition, Linux has support for a wide range of other file systems like those of OS2, Amiga and other Unix systems.

#### 47.6.7 Can I run DOS programs under Linux?

Linux contains a highly advanced DOS emulator. It will run almost any 16 or 32 bit DOS application. It runs a great number of 32 bit DOS games as well.

The DOS emulator package for Linux is called dosemu. It will typically run applications much faster than normal DOS because of Linux's faster file system access and system calls.

It can run in an X window just like a dos window under Win95.

#### 47.6.8 Can I recompile Win95/98/00 programs under Linux?

Yes. WineLib is a part of the Wine package (see below) and allows Windows applications to be recompiled to work under Linux. Apparently this works extremely well with virtually no changes to the source code being necessary.

### 47.6.9 Can I run Win95/98/00 programs under Linux?

Yes and no.

There are commercial emulators that will run a virtual 386 machine under Linux. This enables mostly flawless running of Win95/98/00 under Linux if you really have to and at a large performance penalty. You still have to buy Win95/98 though. There are also some Free versions of these.

There is also a project called Wine (WINDows Emulator) which aims to provide a free alternative to Win95 by allowing Linux to run Win95 16 or 32 bit binaries with little to no performance penalty. It has been in development for many years now, and has reached the point where many simple programs work quite flawlessly under Linux.

Get a grip on what this means: you can run Minesweep under Linux and it will come up on your X Window screen next to your other Linux applications and look EXACTLY like what it does under Win95 - all this without having to buy Win95. You will be able to cut and paste between Win95 apps and Linux apps.

However, many applications (especially large and complex ones) do not display correctly under Linux, and/or crash during operation. This has been steadily improving to the point where MSOffice 2000 is said to be actually usable.

Many Win95 games do however work quite well under Linux. Including those with accelerated 3D graphics.

We personally do not find a need to use any Win95 software on Linux, having become so accustomed to native Unix software. If there is an application that you really HAVE to get working under Linux, perhaps you can try Wine on it - it may work adequately for your needs.

See the *Wine Headquarters* <<http://www.winehq.com/faq.html>> for more info.

### 47.6.10 I have heard that Linux does not suffer from virus attacks. Is it true that there is no threat of viruses with Unix systems?

A virus is a program that replicates itself by modifying the system on which it runs. It may do other damage. Virus's are small programs that exploit social engineering, logistics, and the inherent flexibility of a computer system to do undesirable things.

Because a Unix system does not allow this kind of flexibility in the first place, there is categorically NO such thing as a virus for it. For example, Unix inherently restricts access to files outside of the users's privilege space, hence a virus would have nothing to infect.

However, although Linux cannot itself execute a virus, it may be able to pass on a virus meant for a Windows machine should a Linux box act as a mail or file server. To avoid this problem, numerous virus detection software for Linux is now becoming available. This is what is meant by virus-software-for-Linux.

On the other hand, conditions sometimes allow for an intelligent hacker to target a machine and eventually gain access. The hacker may also mechanically try to attack a large number of machines using custom written programs. The hacker may go one step further to cause those machines that are compromised to begin executing those same programs. At some point this crosses the definition of what is called a "worm". A worm is a thwart of security that exploits the same security hole recursively through a network. See the question on security below.

### 47.6.11 Is Linux as secure as other servers?

Linux is as or more secure than typical Unix systems.

There are various issues that make it more and less secure:

Because GNU software is open source, any hacker can easily research the internal workings of critical system services.

On the one hand, they may find a flaw in these internals that can be indirectly exploited to compromised the security of a server. In this way, Linux is LESS secure because security holes can be discovered by arbitrary individuals.

On the other hand, they may find a flaw in these internals that they can report to the authors of that package, who will quickly (sometimes within hours) correct the insecurity and release a new version on the internet. This makes Linux MORE secure because security holes are discovered and reported by a wide network of programmers.

It is therefore questionable whether free software is more secure or not. I personally prefer to have access to the source code so that I know what my software is doing.

Another issue is that Linux servers are often installed by lazy people who do not take the time to follow the simplest of security guidelines, even though these guidelines are widely available and easy to follow. Such systems are sitting ducks and are often attacked. (See the question of virus above.)

A further issue is that when a security hole is discovered, system administrators fail to heed the warnings announced to the Linux community. By not upgrading that service, they leave open a window to opportunistic hackers.

It is possible to make a Linux system completely air tight by following a few simple guidelines, like being careful about what system services you expose, not allowing passwords to be compromised, and installing utilities that close common security exploits.

Because of the community nature of Linux users, there is openness and honesty with regard to security issues. It is not found, for instance, that security holes are covered up by maintainers for commercial reasons. In this way you can trust Linux far more than commercial institutions that think they have a lot to lose by disclosing flaws in their software.

## 47.7 Software

This section covers questions about what software is available for Linux, and about Linux's graphical user interface.

### 47.7.1 What office suites are there for Linux?

StarOffice is an outstanding suite available for many Unix's and also for solaris Win95/98. It has a large proportion of the market share in the country where it was developed, Germany. It is now available for free off the Internet, or can be ordered for \$10 from Sun Microsystems who has recently purchased StarDivision. It has recently been released under the GPL.

Applixware is another comparable office suite.

Corel's entire Office suite will be available for Linux in the year 2000.

KOffice and Gnome Office are new freeware office suite, and the Gnome project also has a powerful GUI spreadsheet application.

In addition to these, there are many free word processors and spread-sheets out there. Most will not be as user friendly or as powerful as commercial office suites, but are certainly speedier and more stable.

### 47.7.2 What is the best way to do professional typesetting on Linux?

You might be surprised that a WYSIWYG word processor is not the best way to produce professional documents. Under Linux there is a typesetting language called LaTeX which is used to produce most scientific and mathematical journal articles in academia.

Complete online documentation for LaTeX installs by default with most popular Linux distributions. There are also many tutorial books on the subject.

The typeset version of this document is produced using LaTeX.

### 47.7.3 What is the X Window System? Is there a graphical user interface for Unix?

(This is somewhat of a technical description - the user need not be intimidated by any of this to get their graphical environment running on Linux. To learn about different Linux desktop environments, see 'What is GNOME/KDE?' below.)

Unix has long since had a standard graphical environment called the X Window System System [Version 11] (X11 or X for short). The X Window System is a large and complicated system for generating graphics (windows) to create the beautiful user interfaces that we are accustomed to. Linux has its own port of X called XFree86.

Most Unix systems run X. All of the Unix systems mentioned above run X. Hence Linux programs will recompile for any of these systems with few or no changes and vice-versa.

X is a system of interfacing a program with the graphics that it would like to display. On the one hand sits the program, and on the other sits an X 'server'. This X server contains the necessary drivers for the particular graphics hardware (card). The two communicate via a network socket. This means that if a computer is on a network, the user can run any X application and cause it to display on the screen of any other machine. This is why X is called a 'network transparent' windowing system.

X allows tremendous flexibility in an office environment. Software need not be reinstalled on every machine because it can be run from anywhere in the office. Thin clients are possible and users can work on different machines without getting up from their desks - even if those machines run different hardware or use a different Unix. Because X is such a well designed system, the performance penalty for doing this is not noticeable on 10 megabit ethernet - i.e. a typical LAN.

X itself, however, only allows primitive drawing commands - lines, text, circles. What gives Linux its beautiful graphical interface is the window manager (what allows windows to be resized and minimized, and what would display the 'start' button and icons) and the widget libraries (see Gtk/Qt below) which produce complex graphics from these drawing primitives. Because these can be chosen by the user, and are not an inherent part of X, your Linux system can look like any of Win95, MacOS, Nextstep, or OS2. In this way graphics are far more flexible than non-X operating systems.

It has been claimed by the uninformed that X is over-engineered and cumbersome. Indeed this is complete nonsense - the X Window System is an ingenious standard that solved the problem of graphics hardware incompatibility as well as network transparency. The computing industry could scarcely have asked for a better standard.

### 47.7.4 What is Gtk?

Old Unix used to have horrible looking widget libraries (the GUI (Graphical User Interface) programmers libraries used to draw buttons, menus etc.)

Sun came out with Xview - which was nicer looking but still quite hideous. A library called Motif was also developed which was extremely powerful, good looking, but also very slow. Motif is still a proprietary library which has to be purchased.

Various other widget libraries were also developed by free and proprietary groups. None met the demands of a high class GUI that could become the universal free standard.

Gtk was then developed which was later improved and made object oriented in its current incarnation: Gtk+. It is written in C.

Gtk is a programmers widget library that anyone can use to develop beautiful graphical applications under the X Window System using C or C++. It is extremely clean, efficient and well implemented and is also very fast.

Gtk consists of three libraries:

- `libglib` - this is a set of C utility functions to extend the standard C library calls.
- `libgdk` - this is a wrapper around low level X Window System calls providing GNU naming conventions for functions and implementing a simpler way to access X's functionality.
- `libgtk` - uses `gdk` to implement higher level widgets like buttons, check boxes, entry widgets, menus, scrollbars etc.

### 47.7.5 What is Gnome?

Gnome is an ergonomic and aesthetically pleasing desktop environment for Unix built with Gtk. It aims to achieve a consistent look and feel for all X applications and bring greater user-friendliness and beauty to the Unix screen. Version 1 of Gnome has recently been release and sports the utilities, look and feel expected of a modern desktop environment.

Gnome is also a higher level programmers interface to Gtk, used for writing applications that conform to the Gnome style guides (see *Gnome Desktop* <<http://www.gnome.org/>>).

Gnome also implements a remote procedure call mechanism where applications can communicate with each other in a network transparent way. It uses Orbit - a free CORBA implementation for this.

### 47.7.6 What is Qt?

Qt is C++ widget library that is available for Unix as well as Win95 and Mac systems. It was originally proprietary but is now been released under the GPL. It serves the same purpose as Gtk.

### 47.7.7 What is KDE?

KDE is to Qt as Gnome is to Gtk. The KDE project started before Gnome and is hence more advanced than Gnome. It is mostly (all?) C++ based. (see *KDE Desktop* <<http://www.kde.org/>>)

### 47.7.8 What is Gimp?

Gimp stands for GNU Image Manipulation Program. Gimp is a tool for photo retouching, image composition and image authoring. It is a general tool for manipulating raster type images like the imaging tools by Adobe.

Gimp is a state of the art piece of software. It was the first GPL desktop application to truly out-power even the most expensive commercial equivalents. Anyone doing artwork or image editing should get their hands on Gimp.

Gimp and Gtk were written in parallel. Gimp uses the Gtk library.

### 47.7.9 What media players, image viewers, mail/irc/news clients, and web browsers are available for Linux?

Linux has a lot of free software programs performing all these functions. Netscape navigator/communicator is available for Linux and is packaged with most distributions. The new Netscape 5.0 will be available soon and

promises to be faster and more powerful than any other browser.

There is an abundance of free sound players and image viewers/editors - some of these will exceed the expectations of Win95 users. To play video files will sometimes require proprietary modules that are not available for Linux. However most common video formats can be viewed.

In many cases, the software you will find will not be as glitzy as its Win95 equivalent. In particular, a mail client as powerful as Outlook Express is not available, although there are many very powerful text only mail clients, and some up and coming graphical ones.

#### 47.7.10 Can I use Visual Basic (VB) under Linux? What Unix alternatives are there?

No. Visual Basic is a purely Microsoft standard and is not available for Unix. VB will probably never be widely used in the Unix community where there are thought to be far better object oriented languages available.

There is however one product to convert VB code into java and run active server pages: *Halcyon Software* <<http://www.vbix.com/>>.

Python, for example, is an object oriented scripting language said to far exceed VB. Anyone wanting to do Rapid Application Development (RAD) should look at the *Python Home page* <<http://www.python.org/>>. and download the Gnome and database modules for python.

#### 47.7.11 Can I run Active Server Pages under Linux?

See *Chilisoft* <<http://www.chilisoft.com/securesales/>>. They are said to have a platform independent ASP product. It is however commercial.

See also *Halcyon Software* <<http://www.vbix.com/>> (old?) for a product to run Active Server Pages under Unix.

Note that, once again, there are better utilities for creating interactive web pages under Linux. PHP, Perl, Python, Zope are typically used for this.

#### 47.7.12 Can I develop with Java under Linux?

Yes - Java development utilities and libraries are well supported under Linux. Linux has a large support community for Java development under Linux.

IBM have released an open source JDK for Linux, including superb best-of-breed Jikes compiler and their own high-performance 1.1 JVM for Linux.

Linux's native C compiler now supports a Java frontend, allowing Java programs to be compiled natively on Linux.

Some would recommend against programming in Java. There are already far more well established object oriented scripting languages that are more powerful than Java and are freely available. You should in particular investigate using Python before trying Java. Python is thought to offer a much simpler and more intuitive syntax, affording far more rapid development. Python can also be byte compiled (into its own native bytes or even into Java bytes) and runs on as many different platforms. Its syntax also doesn't suffer from the tedium that Java inherited from the C++ compiler language.

There is also now empirical evidence to suggest that Java is going to waste your time. See *http://www.wipd.ira.uka.de/~prechelt/Biblio/* <<http://www.wipd.ira.uka.de/~prechelt/Biblio/>> for the full study.



### 47.7.13 How do I develop platform independent programs under Linux?

With Python and wxWindows. See the *Python Home page* <<http://www.python.org/>> for more details. For those who want to write a GUI program that runs under both Win95 and Unix, Python is BY FAR the best way to do this. Do not try to do this with Java or Tcl. These are both redundant technologies.

### 47.7.14 Can I develop using C/C++ under Linux?

Yes. GNU in particular encourages C development because of its compatibility across other Unix's. Unix (and in fact all operating systems) are entirely structured around the C language. C++ is also fully supported.

Note that these development environments are an inherent part of the Unix system. You will not have to separately install them and they will come with all Linux distributions as a matter of course.

### 47.7.15 What Integrated Development Environments (IDE's) are available for Linux? How do I develop my own applications?

Under Unix, all packages integrate with each other to provide seamless pooling of functionality. An IDE of the kind used under Win95 is not recommended even though there are some available.

How Linux developers program is using a programmers text editor. Unix text editors have far more functionality than typical IDE's available for Win95. The user has more control and flexibility than with a monolithic IDE.

One of the many free text editors should be tried before going to a commercial development environment, and will greater reduce your development time, once an initial learning curve is transcended. Also remember that commercial development environments do not guarantee enduring support, whereas freeware languages stick around for decades.

Your editor will interface with a variety of programs - the C/C++ compiler, linker, debugger, code syntax tools, library and code organization tools - to provide what effectively behaves as an IDE.

Using this process, development under Unix is sometimes thought to be a far faster and smoother process than under Win95.

If you really want an IDE, there is Cygnus's a CodeFusion, KDE's KDevelop (KIDE?), Gnome's gIDE, and Metrowerks' Code Warrior, Cooledit, XWPE and others. Of course there is also EMACS which though being defined as an editor, is really is considered the grandfather IDE of all development projects, and will always widely surpass anything else in features.

Borland has announced that they will be porting Delphi and their C/C++ Builder to Linux. I am not holding my breath.

### 47.7.16 What other development languages are available for Linux? What is typically being used?

Perl is a well know scripting language used by administrators that is also excellent for CGI scripting. Its the recommended language for writing non-interactive administrative tools.

Python (see above) is an object oriented scripting language that can be used to to build GUI programs. It is the recommended language to build any type of interactive or GUI program. Python can be used to build platform-independent GUI applications across Win95 and Unix using wxPython.

Tcl is a powerful scripting language that has been technically superseded by Python. It used to be the only scripting language that could be used to build platform-independent GUI programs across Win95, Mac's, Unix's and OS2, and may still do this better than any other language.

C/C++ are mentioned above.

Objective-C is another C variant that is supported.

Shell scripting is the 'DOS Batch' programming of Unix. It is comprehensive enough that full GUI applications can be written with it given some effort. Unix initialization, configuration and administration are all driven by shell scripts, and this is where they see their greatest usage.

Lisp (also known as Scheme) is possibly the most expressive language available and one of the oldest interpreted languages. It was used to develop expert systems (artificial intelligence) and now sees wide use in making applications that are extensible by giving them a builtin scheme interpreter. It is very popular in the free software community.

A Pascal to C compiler is available for Linux. It can be used in this fashion as a Pascal development tool, and for porting existing applications. It is recommended against writing new applications in Pascal, however.

Borland is in the process (?) of porting their development tools to Linux. I wouldn't bother with these if you are developing a new application.

Java is mentioned above.

There are a great many other languages available for Linux often developed as free alternatives to their commercial counterparts. Do a net search to see if an interpreter/compiler is available for your language under Linux.

#### **47.7.17 Are there SQL servers available for Linux? Are there free SQL servers?**

Most of the commercial SQL servers are available for Linux, and certainly all of the better ones. The list is: IBM DB2, Informix, Interbase, MySQL, Oracle, SOLID, Sybase, mSQL,

There is however an excellent freeware SQL server called Postgres, that obviates the need to pay the expensive licensing fees of commercial servers. Postgres does not have all the features of some commercial systems, but is extremely fast, and adequate in 99% of all cases. Postgres also has a number of features that are not available for other SQL servers that Postgres developers soon find are indispensable.

#### **47.7.18 Is there a SWAN (Secure Wide Area Network) available for Linux?**

Yes. A complete SWAN implementation called FreeSWAN is available under the GPL that implements the IETF (Internet Engineering Task Force) SWAN protocols.

This is all you want as far as SWAN technology goes.

## **47.8 Microsoft Issues**

### **47.8.1 What is the story with Microsoft being ruled a monopoly?**

Microsoft was recently ruled to be a monopoly in a lawsuit between them and the justice department.

Microsoft is doing everything in its power to delay the courts decision to break up the company; and its power is substantial.

I have become aware that the majority of people really don't have any idea what this law suite is about (I certainly didn't until I had read the rebuttal.)



Most people see the question 'is bundling IE with MSW illegal?' and the question 'is MS a monopoly?'. These two seem rather stupid questions, hence the wide controversy behind the case.

However, this is the media's projection of the case. In fact the court case has nothing to do with such questions.

The US justice department is trying to show that Microsoft's has acted in violation of the Sherman act — some business precedent in the US. Their violation is rather complicated: the phrase 'bundling IE with MSW' is the summary of a rather complicated legal argument.

The court case really has to do with Microsoft wielding too much power; that Microsoft has to be brought down, and that there are no laws that clearly say that Microsoft is doing anything 'wrong'.

On the other hand, Microsoft really has done some things which are flatly unethical. See Caldera's law suite for example (on their web site). Whether or not these are violations of specific laws is not a straight forward question.

I think, behind the scenes the department of justice is bent on bringing Microsoft down. They are doing it through whatever means are necessary, including any kind of ridiculous argument they can come up with. The whole court fiasco is just a front and it may backfire on them completely. I hope it does, because its not Microsoft that is primarily at fault here.

Microsoft is a monopoly for the following reasons:

1. Microsoft grossly violated the Sherman act by selling ANY products that could not be bought WITHOUT ALSO BUYING WINDOWS 9x. The court NEVER mentions this because its an act of which every other software house in the world is also guilty! The Sherman act states "...an agreement by a party to sell one product but only on the condition that the buyer also purchases a different (or tied) product, or at least agrees that he will not purchase that product from any other supplier." The term 'agreement' should extend to 'requirement' in the case of software, provided the functionality of the one product is considered reasonably separate from that of another, as is the case with word processors, spread sheets etc. compared to the operating system that they run on. This extends the obvious intention of "...an agreement..." to apply to software. This is the single overriding reason why Microsoft is a monopoly. They pursued these habits unchecked for the entire of their growth, and no-one said anything. This is precisely where the law needs to be extended, simply because it is far too easy to make software that forces people to buy other software.

Consider the analogy in the car industry. Say BMW manufactured a 4x4. Then they manufactured a trailer that the 4x4 could tow. The 4x4 however has a special hook that only a BMW trailer can fit. However, BMW has a patent on that hook, so that no one can manufacture a trailer that can be towed by a BMW or a car that can tow a BMW trailer. It would be commercial suicide for BMW to place such a limitation on their products, where they have only a few percent of the market share on trailers and cars. However, lets say that they had 80% of the market share and implemented this scheme. Now would you consider BMW's tactics unfair? Even if they aren't unfair per se, they are certainly bad for the industry. You can see that the scenario is totally unrealistic from an engineering point of view — PHYSICAL products have their own limitations which prevent companies from becoming monopolies. Not so with software products.

2. Microsoft has a superb marketing strategy.

3. Microsoft is not just a software company. It is a massive money pyramid scheme that uses loopholes in financial indicators to appear to be worth ten times its actual value.

4. Microsoft is a monopoly because of the secrecy of its protocols, API's and file formats.

5. Microsoft is a monopoly because it really DOES produce SOME excellent software.

6. Bill Gates really is a nice guy; albeit a little misguided; I would sooner him running the world than a lot of other CEOs.

7. LAST AND LEAST, Microsoft is a monopoly because of unethical business practices.

### 47.8.2 What is the story with W2K? Is it stable?

W2K has been heralded by MS as being the most stable operating system it has yet released, with a claimed cost of billions to get it to this state.

The following article was found on ZDNET <<http://www.zdnet.com/zdnn/stories/news/0,4586,2436920,00.html?chkpt=zdnntop>>:

‘According to the Microsoft memo, the Windows 2000 source-code base contains:

‘More than 21,000 “postponed” bugs, an indeterminate number of which Microsoft is characterizing as “real problems.” Others are requests for new functionality, and others reflect “plain confusion as to how something is supposed to work.”

‘More than 27,000 “BugBug” comments. These are usually notes to developers to make something work better or more efficiently. According to Microsoft, they tend to represent “unfinished work” or “long-forgotten problems.”

‘Overall, there are more than 65,000 “potential issues” that could emerge as problems, as discovered by Microsoft’s Prefix tool. Microsoft is estimating that 28,000 of these are likely to be “real” problems.’


By comparison, the Debian Linux distribution publicly displays comprehensive bug statistics. Around the time of the W2K release (mid. Feb 2000) the development version of Debian contained 7500 bugs over 4629 packages — i.e. not just the operating system, but also every kind of software you would ever be likely to run on it. Of the 7500, only 311 were considered ‘release critical’ bugs.


# Appendix A


## Lecture Schedule

The following describes a 36 hour lecture schedule in 12 lessons, two per week, of 3 hours each. The lectures are interactive, following the text very closely, but sometimes giving straight forward chapters as homework.

### A.1 Hardware requirements

The course requires that students have a LINUX  system for them to use to do their homework assignments. Most people were willing to re-partition their home machines, buy a new hard drive, or use a machine of their employer.

The classroom itself should have 4 to 10 places. It is imperative that each student have their own machine, since the course is *highly* interactive. The lecturer need not have a machine. I myself prefer to write everything on a “white-board”. The machines should be networked with Ethernet, and configured so that machines can telnet to each others IP’s. A *full* LINUX  installation is preferred — everything covered by the lectures must be installed. This would include all services, several desktops, as well as C and kernel development packages.

LINUX  CD’s should also be available for those who need to setup their home computers.

**Most notably, each student should have his own copy of this text.**

### A.2 Student selection

This lecture layout is designed for seasoned administrators of DOS or Windows systems, or at least having some kind of programming background, or at the very least being experienced in assembling hardware and installing operating systems. At the other end of the scale, “end users” with knowledge of neither command-line interfaces, programming, hardware assembly, nor networking, would require a far less intensive lecture schedule, and would certainly not cope with the abstraction of a shell interface.

Of course anyone who has a high intelligence can cover this material quite quickly, regardless of their IT experience, and it is smoothest where the class is of the same level. The most controversial method would be to simply place a tape measure around the cranium (since the latest data puts the correlation between IQ and brain size at about 0.4).

A less intensive lecture schedule would probably cover about half of the material, with more personalised tuition, and having more in-class assignments.

## A.3 Lecture Style

Lessons are three hours each. In my own course, these were in the evenings from 6 to 9, having two 10 minute breaks on the hour. It is important that there are a few days between each lecture for students to internalise the concepts and practice them by themselves.


The course is completely interactive, following a “type this now class...” genre. The text is riddled with examples, so these should be followed in sequence. In some cases, repetitive examples are skipped. Examples are written on the white-board, perhaps with slight changes for variety. Long examples are not written out: “now class, type in the example on page...”.

Occasional diversions from the lecturers own experiences are always fun, when the class gets weary.


The motto of the lecture style is: *keep 'em typing*.

The lecturer will also be aware that students get stuck occasionally. I myself check their screens from time to time, typing in the odd command for them to speed the class along.

### Lesson 1

A background to UNIX and LINUX  history is explained, crediting the various responsible persons and organisations. The various Copyrights are explained, with emphasis on the GPL.

Chapter 4 will then occupy the remainder of the first three hours.

**Homework:** Chapter 47 and D to be read. Students to install their own LINUX  distributions. Chapter 6 should be covered to learn basic operations with vi.

### Lesson 2

Chapter 5 (regular expressions) will occupy the first hour, then Chapter 7 (shell scripting) the remaining time. Lecturers should doubly emphasise to the class the importance of properly understanding regular expressions, as well as their wide use in UNIX.

**Homework:** Research different desktop configurations and end user applications. Students should become familiar with the different desktops and major applications that they offer.

### Lesson 3

First hour covers Chapter 8. Second hour covers Chapter 9 and 10. Third hour covers Chapter 11.

**Homework:** Research LINUX  on the Internet. All important sites should be mentioned.

### Lesson 4

First two hours covers Chapter 12, 13, 14, 15. Third hour covers Chapter 16 and 17.

**Homework:** Chapter 18 through 21 to be covered. Students will not be able to modify the house's partitions, and printers will not be available, hence these experiments are given for homework. Chapter 20 is not considered essential. Students are to attempt to configure their own printers and report back with any problems.

## Lesson 5

First hour covers Chapter 22, second hour covers Chapter 24. For the third hour, student given to read Chapter 25 through Chapter 26, asking questions for any unclear points.

**Homework:** Optionally, Chapter 23, then rereading of Chapter 25 through 26.

## Lesson 6

Lectured coverage of Chapter 25 through Chapter 26. Also demonstrated was an attempt to sniff the password of a telnet session using `tcpdump`. Then the same attempt with `ssh`.

**Homework:** Given to read Chapter 27 through Chapter 29 in preparation for next lesson.

## Lesson 7

Chapters 27 through 29 covered in first and second hour. A DNS server should be up for students to use. Last hour explains how Internet mail works in theory only as well as the structure of the `exim` configuration file.

**Homework:** Read through Chapter 30 in preparation for next lesson.

## Lesson 8

First and second hour covers Chapter 30. Students to configure their own mail server. A DNS server should be present to test MX records for their domain. Last hour covers 31 and 32, excluding anything about modems.

**Homework:** Experiment with Chapter 33. Chapter 34 not covered. Chapter 35 to be studied in detail. Students to setup a web server from Apache documentation and report back with problems. Apache itself is not covered in lectures.

## Lesson 9

First hour covers Chapter 37. Second and third hours cover Chapter 40. Students to configure their own name servers with forward and reverse lookups. Note that Samba was not covered, on account of there being no Windows machines and printers to properly demonstrate it. An alternative would be to setup printing and file-sharing using `smbmount` etc.

**Homework:** Chapter 41 for homework — students to configure dialup network for themselves. Read through 42 in preparation for next lesson.

## Lesson 10

First and second hours covers Chapter 42. Student to at least configure their own network card where most hardware devices will not be present on the system. Kernel build performed. Third hour covers the X Window System in theory and use of the `DISPLAY` environment variable to display applications to each others X servers.

**Homework:** Studying the NFS HOWTO.

## Lesson 11

First hour covers configuring of NFS, noting the need for a nameserver with forward and reverse lookups. Second and third hour covers Chapter 38.

**Homework:** Download and read the Python tutorial.

## Lesson 12

First and second hour cover an introduction the the Python programming language. Last hour comprised the course evaluation. The final lesson could possibly hold an examination instead, for this particular course, no certification was offered however.

# Appendix B

## LPI Certification Cross-reference

*These requirements are quoted verbatim from the LPI web page <<http://www.lpi.org/>>*

Each objective is assigned a weighting value. The weights range roughly from 1 to 8, and indicate the relative importance of each objective. Objectives with higher weights will be covered by more exam questions.

### Exam Details for 101

#### General Linux, part I

This is a required exam for certification level I. It covers fundamental system administration activities that are common across all flavors of Linux.

#### Topic 1.3: GNU and Unix Commands

##### **Obj 1: Work Effectively on the Unix Command Line**

*Weight of objective: 4*

Interact with shells and commands using the command line. Includes typing valid commands and command sequences, defining, referencing and exporting environment variables, using command history and editing facilities, invoking commands in the path and outside the path, using command substitution, and applying commands recursively through a directory tree.

##### **Obj 2: Process Text Streams Using Text Processing Filters**

*Weight of objective: 7*

Send text files and output streams through text utility filters to modify the output in a useful way. Includes the use of standard unix commands found in the GNU textutils package such as sed, sort, cut, expand, fmt, head, join, nl, od, paste, pr, split, tac, tail, tr, and wc.

##### **Obj 3: Perform Basic File Management**

*Weight of objective: 2*

Use the basic unix commands to copy and move files and directories. Perform advanced file management operations such as copying multiple files recursively and moving files that meet a wildcard pattern. Use simple and advanced wildcard specifications to refer to files.

##### **Obj 4: Use Unix Streams, Pipes, and Redirects**

*Weight of objective: 3*

Connect files to commands and commands to other commands to efficiently process textual data. Includes redirecting standard input, standard output, and standard error; and piping one command's output into another command as input or as arguments (using xargs); sending output to stdout and a file (using tee).

**Obj 5: Create, Monitor, and Kill Processes**

*Weight of objective: 5*

Includes running jobs in the foreground and background, bringing a job from the background to the foreground and vice versa, monitoring active processes, sending signals to processes, and killing processes. Includes using commands ps, top, kill, bg, fg, and jobs.

**Obj 6: Modify Process Execution Priorities**

*Weight of objective: 2*

Run a program with higher or lower priority, determine the priority of a process, change the priority of a running process. Includes the command nice and its relatives.

**Obj 7: Perform Searches of Text Files Making Use of Regular Expressions**

*Weight of objective: 3*

Includes creating simple regular expressions and using related tools such as grep and sed to perform searches.

**Topic 2.4: Devices, Linux File Systems, Filesystem Hierarchy Standard****Obj 1: Create partitions and filesystems**

*Weight of objective: 3*

Create disk partitions using fdisk, create hard drive and other media filesystems using mkfs

**Obj 2: Maintain the integrity of filesystems**

*Weight of objective: 5*

Verify the integrity of filesystems, monitor free space and inodes, fix simple filesystem problems. Includes commands fsck, du, df.

**Obj 3: Control filesystem mounting and unmounting**

*Weight of objective: 3*

Mount and unmount filesystems manually, configure filesystem mounting on bootup, configure user-mountable removable file systems. Includes managing file /etc/fstab.

**Obj 4: Set and view disk quota**

*Weight of objective: 1*

Setup disk quota for a filesystem, edit user quota, check user quota, generate reports of user quota. Includes quota, edquota, repquota, quotaon commands.

**Obj 5: Use file permissions to control access to files**

*Weight of objective: 3*

Set permissions on files, directories, and special files, use special permission modes such as suid and sticky bit, use the group field to grant file access to workgroups, change default file creation mode. Includes chmod and umask commands. Requires understanding symbolic and numeric permissions.

**Obj 6: Manage file ownership**

*Weight of objective: 2*

Change the owner or group for a file, control what group is assigned to new files created in a directory. Includes chown and chgrp commands.

**Obj 7: Create and change hard and symbolic links**

*Weight of objective: 2*



Create hard and symbolic links, identify the hard links to a file, copy files by following or not following symbolic links, use hard and symbolic links for efficient system administration.

**Obj 8: Find system files and place files in the correct location**

*Weight of objective: 2*

Understand the filesystem hierarchy standard, know standard file locations, know the purpose of various system directories, find commands and files. Involves using the commands: find, locate, which, updatedb . Involves editing the file: /etc/updatedb.conf

**Topic 2.6: Boot, Initialization, Shutdown, Run Levels****Obj 1: Boot the system**

*Weight of objective: 3*

Guide the system through the booting process, including giving options to the kernel at boot time, and check the events in the log files. Involves using the commands: dmesg (lilo). Involves reviewing the files: /var/log/messages, /etc/lilo.conf, /etc/conf.modules — /etc/modules.conf

**Obj 2: Change runlevels and shutdown or reboot system**

*Weight of objective: 3*

Securely change the runlevel of the system, specifically to single user mode, halt (shutdown) or reboot. Make sure to alert users beforehand, and properly terminate processes. Involves using the commands: shutdown, init

**Topic 1.8: Documentation****Obj 1: Use and Manage Local System Documentation**

*Weight of objective: 5*

Use and administer the man facility and the material in /usr/doc/. Includes finding relevant man pages, searching man page sections, finding commands and manpages related to one, configuring access to man sources and the man system, using system documentation stored in /usr/doc/ and related places, determining what documentation to keep in /usr/doc/.

**Obj 2: Find Linux documentation on the Internet**

*Weight of objective: 2*

Find and use Linux documentation at sources such as the Linux Documentation Project, vendor and third-party websites, newsgroups, newsgroup archives, mailing lists.

**Obj 3: Write System Documentation**

*Weight of objective: 1*

Write documentation and maintain logs for local conventions, procedures, configuration and configuration changes, file locations, applications, and shell scripts.

**Obj 4: Provide User Support**

*Weight of objective: 1*

Provide technical assistance to users via telephone, email, and personal contact.

**Topic 2.11: Administrative Tasks****Obj 1: Manage users and group accounts and related system files**

*Weight of objective: 7*

Add, remove, suspend user accounts, add and remove groups, change user/group info in passwd/group databases, create special purpose and limited accounts. Includes commands useradd, userdel, groupadd, gpasswd, passwd, and file passwd, group, shadow, and gshadow.

**Obj 2: Tune the user environment and system environment variables***Weight of objective: 4*

Modify global and user profiles to set environment variable, maintain skel directories for new user accounts, place proper commands in path. Involves editing `/etc/profile` and `/etc/skel/`.

**Obj 3: Configure and use system log files to meet administrative and security needs***Weight of objective: 3*

Configure the type and level of information logged, manually scan log files for notable activity, arrange for automatic rotation and archiving of logs, track down problems noted in logs. Involves editing `/etc/syslog.conf`

**Obj 4: Automate system administration tasks by scheduling jobs to run in the future***Weight of objective: 4*

Use cron to run jobs at regular intervals, use at to run jobs at a specific time, manage cron and at jobs, configure user access to cron and at services

**Obj 5: Maintain an effective data backup strategy***Weight of objective: 3*

Plan a backup strategy, backup filesystems automatically to various media, perform partial and manual backups, verify the integrity of backup files, partially or fully restore backups.

## Exam Details for 102

### General Linux, part II

#### Topic 1.1: Hardware and Architecture

**Obj 1: Configure fundamental system hardware***Weight of objective: 3*

Demonstrate a proper understanding of important BIOS settings, set the date and time, ensure IRQ's and I/O addresses are correct for all ports including serial and parallel, make a note of IRQ's and I/O's, be aware of the issues associated with drives larger than 1024 cylinders

**Obj 2: Setup SCSI and NIC Devices***Weight of objective: 4*

Manipulate the SCSI BIOS to detect used and available SCSI ID's, set the SCSI ID to the correct ID number for the boot device and any other devices required, format the SCSI drive - low level with manufacturer's installation tools - and properly partition and system format with Linux fdisk and mke2fs, set up NIC using manufacturer's setup tools setting the I/O and the IRQ as well as the DMA if required

**Obj 3: Configure Modem, Sound cards***Weight of objective: 3*

Ensure devices meet compatibility requirements (particularly that the modem is NOT a win-modem), verify that both the modem and sound card are using unique and correct IRQ's, I/O, and DMA addresses, if the sound card is PnP install and run sndconfig and isapnp, configure modem for outbound dial-up, configure modem for outbound PPP — SLIP — CSLIP connection, set serial port for 115.2 Kbps

#### Topic 2.2: Linux Installation and Package Management

**Obj 1: Design hard-disk lay-out***Weight of objective: 2*

Design a partitioning scheme for a Linux system, depending on the hardware and system use (number of disks, partition sizes, mount points, kernel location on disk, swap space).

**Obj 2: Install a boot manager***Weight of objective: 3*

Select, install and configure a boot loader at an appropriate disk location. Provide alternative and backup boot options (like a boot floppy disk). Involves using the command: lilo . Involves editing the file: /etc/lilo.conf .

**Obj 3: Make and install programs from source***Weight of objective: 5*

Manage (compressed) archives of files (unpack "tarballs"), specifically GNU source packages. Install and configure these on your systems. Do simple manual customization of the Makefile if necessary (like paths, extra include dirs) and make and install the executable. Involves using the commands: gunzip, tar, ./configure , make, make install . Involves editing the files: ./Makefile

**Obj 4: Manage shared libraries***Weight of objective: 3*

Determine the dependencies of executable programs on shared libraries, and install these when necessary. Involves using the commands: ldd, ldconfig . Involves editing the files: /etc/ld.so.conf

**Obj 5: Use Debian package management***Weight of objective: 5*

Use the Debian package management system, from the command line (dpkg) and with interactive tools (dselect). Be able to find a package containing specific files or software; select and retrieve them from archives; install, upgrade or uninstall them; obtain status information like version, content, dependencies, integrity, installation status; and determine which packages are installed and from which package a specific file has been installed. Be able to install a non-Debian package on a Debian system.

Involves using the commands and programs: dpkg, dselect, apt, apt-get, alien . Involves reviewing or editing the files and directories: /var/lib/dpkg/\* .

### **Obj 6: Use Red Hat Package Manager (rpm)**

*Weight of objective: 6*

Use rpm, from the command line. Familiarize yourself with these tasks: Install a package, uninstall a package, determine the version of the package and the version of the software it contains, list the files in a package, list documentation files in a package, list configuration files or installation or uninstallation scripts in a package, find out for a certain file from which package it was installed, find out which packages have been installed on the system (all packages, or from a subset of packages), find out in which package a certain program or file can be found, verify the integrity of a package, verify the PGP or GPG signature of a package, upgrade a package. Involves using the commands and programs: rpm, grep

## **Topic 1.5: Kernel**

### **Obj 1: Manage kernel modules at runtime**

*Weight of objective: 3*

Learn which functionality is available through loadable kernel modules, and manually load and unload the modules as appropriate. Involves using the commands: lsmod, insmod, rmmod, modinfo, modprobe. Involves reviewing the files: /etc/modules.conf — /etc/conf.modules (\* depends on distribution \*), /lib/modules/{kernel-version}/modules.dep .

### **Obj 2: Reconfigure, build and install a custom kernel and modules**

*Weight of objective: 4*

Obtain and install approved kernel sources and headers (from a repository at your site, CD, kernel.org, or your vendor); Customize the kernel configuration (i.e., reconfigure the kernel from the existing .config file when needed, using oldconfig, menuconfig or xconfig); Make a new Linux kernel and modules; Install the new kernel and modules at the proper place; Reconfigure and run lilo. N.B.: This does not require to upgrade the kernel to a new version (full source nor patch). Requires the commands: make (dep, clean, menuconfig, bzImage, modules, modules.install), depmod, lilo. Requires reviewing or editing the files: /usr/src/linux/.config , /usr/src/linux/Makefile, /lib/modules/{kernelversion}/modules.dep, /etc/conf.modules — /etc/modules.conf, /etc/lilo.conf .

## **Topic 1.7: Text editing, Processing, Printing**

### **Obj 1: Perform basic file editing operations using vi**

*Weight of objective: 2*

Edit text files using vi. Includes vi navigation, basic modes, inserting, editing and deleting text, finding text, and copying text.

### **Obj 2: Manage printers and print queues**

*Weight of objective: 2*

Monitor and manage print queues and user print jobs, troubleshoot general printing problems. Includes the commands: lpc, lpq, lprm and lpr . Includes reviewing the file: /etc/printcap .

### **Obj 3: Print files**

*Weight of objective: 1*

Submit jobs to print queues, convert text files to postscript for printing. Includes lpr command.

### **Obj 4: Install and configure local and remote printers**

*Weight of objective: 3*

Install a printer daemon, install and configure a print filter (e.g.: `apsfilter`, `magicfilter`). Make local and remote printers accessible for a Linux system, including postscript, non-postscript, and Samba printers. Involves the daemon: `lpd`. Involves editing or reviewing the files and directories: `/etc/printcap`, `/etc/apsfilterrc`, `/usr/lib/apsfilter/filter/*`, `/etc/magicfilter/*`, `/var/spool/lpd/*`

## Topic 1.9: Shells, Scripting, Programming, Compiling

### Obj 1: Customize and use the shell environment

*Weight of objective: 4*

Customize your shell environment: set environment variables (e.g. `PATH`) at login or when spawning a new shell; write bash functions for frequently used sequences of commands. Involves editing these files in your home directory: `.bash_profile` — `.bash_login` — `.profile`; `.bashrc`; `.bash_logout`; `.inputrc`

### Obj 2: Customize or write simple scripts

*Weight of objective: 5*

Customize existing scripts (like paths in scripts of any language), or write simple new (ba)sh scripts. Besides use of standard sh syntax (loops, tests), be able to do things like: command substitution and testing of command return values, test of file status, and conditional mailing to the superuser. Make sure the correct interpreter is called on the first (`#!`) line, and consider location, ownership, and execution- and suid-rights of the script.

## Topic 2.10: X

### Obj 1: Install and Configure XFree86

*Weight of objective: 4*

Verify that the video card and monitor are supported by an X server, install the correct X server, configure the X server, install an X font server, install required fonts for X (may require a manual edit of `/etc/X11/XF86Config` in the "Files" section), customize and tune X for videocard and monitor. Commands: `XF86Setup`, `xf86config`. Files: `/etc/X11/XF86Config`, `.xresources`.

### Obj 2: Setup XDM

*Weight of objective: 1*

Turn xdm on and off, change the xdm greeting, change default bitplanes for xdm, set-up xdm for use by X-stations

### Obj 3: Identify and terminate runaway X applications

*Weight of objective: 1*

Identify and kill X applications that won't die after user ends an X-session. Example: `netscape`, `tkrat`, etc.

### Obj 4: Install and Customize a Window Manager Environment

*Weight of objective: 4*

Select and customize a system-wide default window manager and/or desktop environment, demonstrate an understanding of customization procedures for window manager menus, configure menus for the window manager, select and configure the desired x-terminal (`xterm`, `rxvt`, `aterm` etc.), verify and resolve library dependency issues for X applications, export an X-display to a client workstation. Commands: Files: `.xinitrc`, `.Xdefaults`, various `.rc` files.

## Topic 1.12: Networking Fundamentals

### Obj 1: Fundamentals of TCP/IP

*Weight of objective: 4*

Demonstrate an understanding of network masks and what they mean (i.e. determine a network address for a host based on its subnet mask), understand basic TCP/IP protocols (TCP, UDP, ICMP) and also PPP, demonstrate an understanding of the

purpose and use of the more common ports found in `/etc/services` (20, 21, 23, 25, 53, 80, 110, 119, 139, 143, 161), demonstrate an correct understanding of the function and application of a default route. Execute basic TCP/IP tasks: FTP, anonymous FTP, telnet, host, ping, dig, traceroute, whois.

**Obj 2: (superseded)****Obj 3: TCP/IP Troubleshooting and Configuration**

*Weight of objective: 10*

Demonstrate an understanding of the techniques required to list, configure and verify the operational status of network interfaces, change, view or configure the routing table, check the existing route table, correct an improperly set default route, manually add/start/stop/restart/delete/reconfigure network interfaces, and configure Linux as a DHCP client and a TCP/IP host and debug associated problems. May involve reviewing or configuring the following files or directories: `/etc/HOSTNAME` — `/etc/hostname`, `/etc/hosts`, `/etc/networks`, `/etc/host.conf`, `/etc/resolv.conf`, and other network configuration files for your distribution. May involve the use of the following commands and programs: `dhcpcd`, `host`, `hostname` (domainname, dnsdomainname), `ifconfig`, `netstat`, `ping`, `route`, `traceroute`, the network scripts run during system initialization.

**Obj 4: Configure and use PPP**

*Weight of objective: 4*

Define the chat sequence to connect (given a login example), setup commands to be run automatically when a PPP connection is made, initiate or terminate a PPP connection, initiate or terminate an ISDN connection, set PPP to automatically reconnect if disconnected.

## Topic 1.13: Networking Services

**Obj 1: Configure and manage inetd and related services**

*Weight of objective: 5*

Configure which services are available through `inetd`, use `tcpwrappers` to allow or deny services on a host-by-host basis, manually start, stop, and restart internet services, configure basic network services including telnet and ftp. Includes managing `inetd.conf`, `hosts.allow`, and `hosts.deny`.

**Obj 2: Operate and perform basic configuration of sendmail**

*Weight of objective: 5*

Modify simple parameters in `sendmail` config files (modify the `DS` value for the "Smart Host" if necessary), create mail aliases, manage the mail queue, start and stop `sendmail`, configure mail forwarding (`.forward`), perform basic troubleshooting of `sendmail`. Does not include advanced custom configuration of `sendmail`. Includes commands `mailq`, `sendmail`, and `newaliases`. Includes aliases and `mail/` config files.

**Obj 3: Operate and perform basic configuration of apache**

*Weight of objective: 3*

Modify simple parameters in `apache` config files, start, stop, and restart `httpd`, arrange for automatic restarting of `httpd` upon boot. Does not include advanced custom configuration of `apache`. Includes managing `httpd` conf files.

**Obj 4: Properly manage the NFS, smb, and nmb daemons**

*Weight of objective: 4*

Mount remote filesystems using NFS, configure NFS for exporting local filesystems, start, stop, and restart the NFS server. Install and configure Samba using the included GUI tools or direct edit of the `/etc/smb.conf` file (Note: this deliberately excludes advanced NT domain issues but includes simple sharing of home directories and printers, as well as correctly setting the `nmbd` as a WINS client).

**Obj 5: Setup and configure basic DNS services**

*Weight of objective: 3*

Configure `hostname` lookups by maintaining the `/etc/hosts`, `/etc/resolv.conf`, `/etc/host.conf`, and `/etc/nsswitch.conf` files, troubleshoot problems with local caching-only name server. Requires an understanding of the domain registration and DNS

translation process. Requires understanding key differences in config files for bind 4 and bind 8. Includes commands nslookup, host. Files: named.boot (v.4) or named.conf (v.8)

## **Topic 1.14: Security**

### **Obj 1: Perform security admin tasks**

*Weight of objective: 4*

Configure and use TCP wrappers to lock down the system, list all files with SUID bit set, determine if any package (.rpm or .deb) has been corrupted, verify new packages prior to install, use setgid on dirs to keep group ownership consistent, change a user's password, set expiration dates on user's passwords, obtain, install and configure ssh

### **Obj 2: Setup host security**

*Weight of objective: 4*

Implement shadowed passwords, turn off unnecessary network services in inetd, set the proper mailing alias for root and setup syslogd, monitor CERT and BUGTRAQ, update binaries immediately when security problems are found

### **Obj 3: Setup user level security**

*Weight of objective: 2*

Set limits on user logins, processes, and memory usage.







## Appendix C

# RHCE Certification Cross-reference


### RH020, RH030, RH033, RH120, RH130 and RH133

These courses are beneath the scope of this book. They cover LINUX  from a user and desktop perspective. Although they include administrative tasks, they keep away from technicalities. They often prefer graphical configuration programs to do administrative tasks. One of the objectives of one of these courses configuring Gnome panel applets, another is learning the `pico` text editor.

### RH300

This certification seems to be for administrators of non-LINUX systems who want to extend their knowledge. The requirements below lean toward understanding available LINUX  alternatives and features, rather than expecting the user to actually configure anything complicated.

#### Unit 1: Hardware selection and RedHat installation

- Finding Web docs, HOWTO's to locate supported hardware.
- Knowledge of supported architectures. SMP support.
- Using `kudzu`.
- Hardware concepts — IRQ, PCI, EISA, AGP and IO ports.
- `isapnp`, `pciscan`.
- Concepts of LINUX  support for PCMCIA, PS/2, tapes scanners, USB
- Concepts of Serial, parallel, SCSI, IDE, CDROM and floppy devices, and their `/dev/` listings.
- `hdparm`
- Concepts of IDE geometry, BIOS limitations.
- Disk sector and partition structure. Using `fdisk`, `cdisk`, and `diskdruid`
- Creating a partitioning structure.
- Manage swap, native and foreign partitions during installation.
- Concept of distribution of directories over different partitions.
- Configuring `lilo` on installation.

- BIOS configuration.
- Conceptual understanding of different disk images. Creating and booting disk images from their `boot.img`, `bootnet.img` or `pcmcia.img`
- Using the installer to create RAID devices.
- Package selection.
- X video configuration.

## Unit 2: Configuring and administration

- Using `setup`, `mouseconfig`, `Xconfigurator`, `kbdconfig`, `timeconfig`, `netconfig` and `authconfig`, `sndconfig`.
- Basic understanding of `/etc/sysconfig/network-scripts/ifcfg-*`
- Using `netcfg` or `ifconfig`
- Using `ifup`, `ifdown`, `rp3`, `usernet` and `usernetctl`
- Using `pnpdump`, `isapnp` and editing `/etc/isapnp.conf`
- Conceptual understanding of `/etc/conf.modules`, `esd` and `kaudioserver`.
- Using `mount`, editing `/etc/fstab`
- Using `lpr`, `lpc`, `lpq`, `lprm`, `printtool` and conceptual understanding of `/etc/printcap`
- Virtual consoles concepts: changing in `/etc/inittab`.
- Using `useradd`, `userdel`, `usermod` and `passwd`
- Creating accounts manually, and with `userconf` and with `linuxconf`.
- Concepts of the `/etc/passwd` and `/etc/groups` files, and `/etc/skel` and contents.
- Editing `bashrc`, `.bashrc`, `/etc/profile`, `/etc/profile.d`
- Generally using of `linuxconf`.
- Using `cron`, `anacron`, editing `/etc/crontab` and `/var/spool/cron/<username>`. `tmpwatch`, `logrotate` and `locate` cron jobs.
- `syslogd`, `klogd`, `/etc/syslog.conf`, `swatch`, `logcheck`.
- `rpm` concepts and usage. Checksums, file listing, forcing, dependencies, querying verifying querying tags, provides and requires. FTP and HTTP installs, `rpmfind`, `gnorpm` and `kpackage`.
- Building `.src.rpm` files. Customising and rebuilding packages.
- `/usr/sbin/up2date`
- Documentation sources.

## Unit 3: Alternate installation methods

- Laptops, PCMCIA, `cardmanager` and `apm`.
- Configuring multiboot systems, boot options, and alternate boot images.
- Network installations using `netboot.img`
- Serial console installation.
- Kickstart concepts.

## Unit 4: Kernel

- /proc file-system concepts and purpose of various subdirectories. Tuning parameters with /etc/sysctl.conf
- Disk quotas. quota, quotaon, quotaoff, edquota, repquota, quotawarn, quotastats.
- System startup scripts initialisation sequences. inittab, switching runlevels. Conceptual understanding of various /etc/rc.d/ files. SysV scripts, chkconfig, ntsysv, tksysv, ksysv.
- Configuring software RAID. Using raidtools to activate and test RAID devices.
- Managing modules. modprobe, depmod, lsmod, insmod, rmmod commands. kernelcfg. Editing /etc/conf.modules, aliasing and optioning modules.
- Concepts of kernel source, .rpm versions, kernel versioning system. Configuring, compiling and installing kernels.

## Unit 5: Basic network services

- TCP/IP concepts. inetd. Port concepts and service-port mappings.
- apache, config files, virtual hosts.
- sendmail, config files, mailconf, m4 macro concepts.
- pop3 and imap4 concepts.
- named configuration.
- ftp configuration.
- nfs configuration, /etc/rc.d/init.d/netfs.
- smbd, file and print sharing concepts. Security concepts config file overview. Using testparam, smbclient, nmblookup, smbmount, Windows authentication concepts.
- dhcpd and BOOTP, config files and concepts. Configuring with netcfg, netconfig or linuxconf. using pump
- squid, caching and forwarding concepts.
- Overview of lpd, mars-nwe, time services and news services.

## Unit 6: X Window System

- X client server architecture.
- Using Xconfigurator, xf86config, XF86Setup, and concepts of /etc/X11/XF86Config
- Knowledge of various window managers, editing /etc/sysconfig/desktop. Understanding concepts of different user interfaces: Gnome, KDE. Using switchdesk
- init runlevel 5 concepts, xdm, kdm, gdm, prefDM alternatives.
- xinit, xinitrc concepts. User config files .xsession and .Xclients.
- Using xhost. Security issues. DISPLAY environment variable. Remote displays.
- xfs concepts.

## Unit 7: Security

- Using `tcp.wrappers`. User and host based access restrictions. PAM access. Port restriction with `ipchains`.
- PAM concepts. Editing `/etc/pam.d`, `/etc/security` config files. PAM documentation.
- NIS concepts and config files. `ypbind`, `yppasswd` `ypserv`, `yppasswdd`, `makedbm`, `yppush`
- LDAP concepts. OpenLDAP package, `slapd`, `ldapd` `slurpd` and config files. PAM integration.
- `inetd` concepts. Editing `/etc/inetd.conf`, interface to `tcp.wrappers`. Editing `/etc/hosts.allow` and `/etc/hosts.deny`. `portmap`, `tcpdchk`, `tcpdmatch` `twist`
- `ssh` client server and security concepts.

## Unit 8: Firewalling, routing and clustering, troubleshooting

- Static and dynamic routing with concepts. `/etc/sysconfig/static-routes`. Using `linuxconf` and `netcfg` to edit routes.
- Forwarding concepts. Concepts of forwarding other protocols: X.25, frame-relay, ISDN and ppp.
- `ipchains` and `ruleset` concepts. Adding, deleting, listing, flushing rules. Forwarding, masquerading. Protocol specific kernel modules.
- High availability concepts. Concepts of `lvs`, `pulse`, `nanny`, config files and web based configuration. `Piranha`, failover concepts,
- High performance clustering concepts. Parallel virtual machine for computational research.
- Troubleshooting: Networking, X, booting, DNS, authentication, file-system corruption.
- `mkbootdisk` and rescue floppy concepts. Using the rescue disk environment and available commands.

## RH220 (RH253 Part 1)

RH220 is the networking module. It covers services sparsely, possibly intending that the student learn only the bare bones of what is necessary to configure a service. It covers the esoteric `pppd` login facility — only ever used by ISP's.

### Unit 1: DNS

A treatment of `bind`, analogous to **Topic 1.13, Obj 5** of LPI (Page ??). Expects and exhaustive understanding of the Domain Name System, an understanding of SOA, NS, A, CNAME, PTR, MX and HINFO records, ability to create master domain servers from scratch, caching only servers, and configure round robin load sharing.

### Unit 2: Samba

Overview of SMB services and concepts. Configuring Samba for file and print sharing. Using Samba client tools. Using `linuxconf` and `swat`. Editing `/etc/smb.conf`. Types of shares. Wins support. Setting authentication method. Using client utilities.

### Unit 3: NIS

Conceptual understanding of NIS. Configure NIS master and slave. Use client utilities. LDAP concepts. OpenLDAP package, `slapd`, `ldapd`, `slurpd` and config files.

## Unit 4: Sendmail and procmail

Understanding of mail spooling and transfer. Understand the purpose of all sendmail config files. Editing config file for simple client (i.e. forwarding) configuration. Editing `/etc/sendmail.mc`, `/etc/mail/virtusertable`, `/etc/mail/access`. Restricting relays. Viewing log files. Creating simple `.procmail` folder and email redirectors.

## Unit 5: Apache

Configuring virtual hosts. Adding MIME types. Manipulating directory access and directory aliasing. Allowing restricting CGI access. Setup user and password databases. Understanding of important modules.

## Unit 6: pppd and DHCP

Setup basic pppd server. Adding dial-in user accounts. Restricting users. `dhcpcd` and `BOOTP`, config files and concepts. Configuring with `netcfg`, `netconfig` or `linuxconf`. using `pump`. Editing `/etc/dhcpd.conf`.

## RH250 (RH253 Part 2)

RH250 is the security module. It goes through basic administration from a security perspective. Much of this would be obvious to someone with a thorough knowledge of UNIX. Its probably good that RedHat has placed so much emphasise on security. I myself rarely use any of what is required by this module, since it mostly applies to large systems with many logins, and there are few such systems in the field.

## Unit 1: Introduction

Understanding security requirements. Basic terminology: *hacker*, *cracker*, *denial of service*, *virus*, *trojab horse*, *worm*. Physical security and security policies.

## Unit 2: Local user security

User accounts concepts, restricting access based on groups. Editing `pam` config files. `/etc/nologin`; editing `/etc/security/` files. Console group, `cug`; configuring and using `clobberd` and `sudo`. Checking logins in log files. `last`.

## Unit 3: Files and file-system security

Exhaustive treatment of groups and permissions. `chattr` and `lsattr` commands. Using `find` to locate permission problems. Using `tmpwatch`. Installing `tripwire`. Managing NFS exports for access control.

## Unit 4: Password security and encryption

Understand encryption terms: *Public/Private Key*, *GPG*, *One-way hash*, *MD5*. `xhost`, `xauth`. `ssh` concepts and features. Password cracking concepts.

## Unit 5: Process security and monitoring

Use PAM to set resource limits. Monitor process memory usage and CPU consumption; `top`, `gtop`, `kpm`, `xosview`, `xload`, `xsysinfo`. `last`, `ac`, `accton`, `lastcomm`. Monitoring logs with `swatch`.

## Unit 6: Building firewalls






`ipchains` and `ruleset` concepts. Adding, deleting, listing, flushing rules. Forwarding, many-to-one and one-to-one masquerading. Kernel's options for firewall support. Static and dynamic routing with concepts. `/etc/sysconfig/static-routes`. Using `linuxconf` and `netcfg` to edit routes. `tcp_wrappers`.

## Unit 7: Security tools

Concepts of `nessus`, `SAINT`, `SARA`, `SATAN`. Concepts of `identd`. Using `sniffit`, `tcpdump`, `traceroute`, `ping`, `-f`, `ethereal`, `iptraf`, `mk-ftp-stats`, `lurkftp`, `mrtg`, `netwatch`, `webalizer`, `trafshow`.

## Appendix D

# The GNU General Public License Version 2

Most of the important components of a Free UNIX system (like LINUX ) were developed by the [<FreeSoftwareFoundation>](http://www.gnu.org/) (FSF). Further, most of a typical LINUX  distribution comes under the FSF's copyright, called the GNU General Public License. It is therefore important to study this license in full to understand the ethos of Free  Meaning the freedom to be modified and redistributed.  development, and the culture under which LINUX  continues to evolve.

---

### GNU GENERAL PUBLIC LICENSE Version 2, June 1991

Copyright (C) 1989, 1991 Free Software Foundation, Inc.  
59 Temple Place, Suite 330, Boston, MA 02111-1307 USA  
Everyone is permitted to copy and distribute verbatim copies  
of this license document, but changing it is not allowed.

#### Preamble

The licenses for most software are designed to take away your freedom to share and change it. By contrast, the GNU General Public License is intended to guarantee your freedom to share and change free software—to make sure the software is free for all its users. This General Public License applies to most of the Free Software Foundation's software and to any other program whose authors commit to using it. (Some other Free Software Foundation software is covered by the GNU Library General Public License instead.) You can apply it to your programs, too.

When we speak of free software, we are referring to freedom, not price. Our General Public Licenses are designed to make sure that you have the freedom to distribute copies of free software (and charge for this service if you wish), that you receive source code or can get it if you want it, that you can change the software or use pieces of it in new free programs; and that you know you can do these things.

software To protect your rights, we need to make restrictions that forbid anyone to deny you these rights or to ask you to surrender the rights. These restrictions translate to certain responsibilities for you if you distribute copies of the software, or if you modify it.

software For example, if you distribute copies of such a program, whether gratis or for a fee, you must give the recipients all the rights that you have. You must make sure that they, too, receive or can get the source code. And you must show them these terms so they know their rights.

software We protect your rights with two steps: (1) copyright the software, and (2) offer you this license which gives you legal permission to copy, distribute and/or modify the software.

Also, for each author's protection and ours, we want to make certain that everyone understands that there is no warranty for this free software. If the software is modified by someone else and passed on, we want its recipients to know that what they have is not the original, so that any problems introduced by others will not reflect on the original authors' reputations.

Finally, any free program is threatened constantly by software patents. We wish to avoid the danger that redistributors of a free program will individually obtain patent licenses, in effect making the program proprietary. To prevent this, we have made it clear that any patent must be licensed for everyone's free use or not licensed at all.

The precise terms and conditions for copying, distribution and modification follow.

---

## GNU GENERAL PUBLIC LICENSE TERMS AND CONDITIONS FOR COPYING, DISTRIBUTION AND MODIFICATION

0. This License applies to any program or other work which contains a notice placed by the copyright holder saying it may be distributed under the terms of this General Public License. The "Program", below, refers to any such program or work, and a "work based on the Program" means either the Program or any derivative work under copyright law: that is to say, a work containing the Program or a portion of it, either verbatim or with modifications and/or translated into another language. (Hereinafter, translation is included without limitation in the term "modification".) Each licensee is addressed as "you".

Activities other than copying, distribution and modification are not covered by this License; they are outside its scope. The act of running the Program is not restricted, and the output from the Program is covered only if its contents constitute a work based on the Program (independent of having been made by running the Program). Whether that is true depends on what the Program does.

1. You may copy and distribute verbatim copies of the Program's source code as you receive it, in any medium, provided that you conspicuously and appropriately publish on each copy an appropriate copyright notice and disclaimer of warranty; keep intact all the notices that refer to this License and to the absence of any warranty; and give any other recipients of the Program a copy of this License along with the Program.

You may charge a fee for the physical act of transferring a copy, and you may at your option offer warranty protection in exchange for a fee.

2. You may modify your copy or copies of the Program or any portion of it, thus forming a work based on the Program, and copy and distribute such modifications or work under the terms of Section 1 above, provided that you also meet all of these conditions:

- a) You must cause the modified files to carry prominent notices stating that you changed the files and the date of any change.
- b) You must cause any work that you distribute or publish, that in whole or in part contains or is derived from the Program or any part thereof, to be licensed as a whole at no charge to all third parties under the terms of this License.
- c) If the modified program normally reads commands interactively when run, you must cause it, when started running for such interactive use in the most ordinary way, to print or display an announcement including an appropriate copyright notice and a notice that there is no warranty (or else, saying that you provide a warranty) and that users may redistribute the program under these conditions, and telling the user how to view a copy of this License. (Exception: if the Program itself is interactive but does not normally print such an announcement, your work based on the Program is not required to print an announcement.)

These requirements apply to the modified work as a whole. If identifiable sections of that work are not derived from the Program, and can be reasonably considered independent and separate works in themselves, then this



License, and its terms, do not apply to those sections when you distribute them as separate works. But when you distribute the same sections as part of a whole which is a work based on the Program, the distribution of the whole must be on the terms of this License, whose permissions for other licensees extend to the entire whole, and thus to each and every part regardless of who wrote it.

Thus, it is not the intent of this section to claim rights or contest your rights to work written entirely by you; rather, the intent is to exercise the right to control the distribution of derivative or collective works based on the Program.

In addition, mere aggregation of another work not based on the Program with the Program (or with a work based on the Program) on a volume of a storage or distribution medium does not bring the other work under the scope of this License.

3. You may copy and distribute the Program (or a work based on it, under Section 2) in object code or executable form under the terms of Sections 1 and 2 above provided that you also do one of the following:
  - a) Accompany it with the complete corresponding machine-readable source code, which must be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
  - b) Accompany it with a written offer, valid for at least three years, to give any third party, for a charge no more than your cost of physically performing source distribution, a complete machine-readable copy of the corresponding source code, to be distributed under the terms of Sections 1 and 2 above on a medium customarily used for software interchange; or,
  - c) Accompany it with the information you received as to the offer to distribute corresponding source code. (This alternative is allowed only for noncommercial distribution and only if you received the program in object code or executable form with such an offer, in accord with Subsection b above.)

The source code for a work means the preferred form of the work for making modifications to it. For an executable work, complete source code means all the source code for all modules it contains, plus any associated interface definition files, plus the scripts used to control compilation and installation of the executable. However, as a special exception, the source code distributed need not include anything that is normally distributed (in either source or binary form) with the major components (compiler, kernel, and so on) of the operating system on which the executable runs, unless that component itself accompanies the executable.

If distribution of executable or object code is made by offering access to copy from a designated place, then offering equivalent access to copy the source code from the same place counts as distribution of the source code, even though third parties are not compelled to copy the source along with the object code.

4. You may not copy, modify, sublicense, or distribute the Program except as expressly provided under this License. Any attempt otherwise to copy, modify, sublicense or distribute the Program is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.
5. You are not required to accept this License, since you have not signed it. However, nothing else grants you permission to modify or distribute the Program or its derivative works. These actions are prohibited by law if you do not accept this License. Therefore, by modifying or distributing the Program (or any work based on the Program), you indicate your acceptance of this License to do so, and all its terms and conditions for copying, distributing or modifying the Program or works based on it.
6. Each time you redistribute the Program (or any work based on the Program), the recipient automatically receives a license from the original licensor to copy, distribute or modify the Program subject to these terms and conditions. You may not impose any further restrictions on the recipients' exercise of the rights granted herein. You are not responsible for enforcing compliance by third parties to this License.
7. If, as a consequence of a court judgment or allegation of patent infringement or for any other reason (not limited to patent issues), conditions are imposed on you (whether by court order, agreement or otherwise) that

contradict the conditions of this License, they do not excuse you from the conditions of this License. If you cannot distribute so as to satisfy simultaneously your obligations under this License and any other pertinent obligations, then as a consequence you may not distribute the Program at all. For example, if a patent license would not permit royalty-free redistribution of the Program by all those who receive copies directly or indirectly through you, then the only way you could satisfy both it and this License would be to refrain entirely from distribution of the Program.

If any portion of this section is held invalid or unenforceable under any particular circumstance, the balance of the section is intended to apply and the section as a whole is intended to apply in other circumstances.

It is not the purpose of this section to induce you to infringe any patents or other property right claims or to contest validity of any such claims; this section has the sole purpose of protecting the integrity of the free software distribution system, which is implemented by public license practices. Many people have made generous contributions to the wide range of software distributed through that system in reliance on consistent application of that system; it is up to the author/donor to decide if he or she is willing to distribute software through any other system and a licensee cannot impose that choice.

This section is intended to make thoroughly clear what is believed to be a consequence of the rest of this License.

8. If the distribution and/or use of the Program is restricted in certain countries either by patents or by copyrighted interfaces, the original copyright holder who places the Program under this License may add an explicit geographical distribution limitation excluding those countries, so that distribution is permitted only in or among countries not thus excluded. In such case, this License incorporates the limitation as if written in the body of this License.
9. The Free Software Foundation may publish revised and/or new versions of the General Public License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns.  
Each version is given a distinguishing version number. If the Program specifies a version number of this License which applies to it and "any later version", you have the option of following the terms and conditions either of that version or of any later version published by the Free Software Foundation. If the Program does not specify a version number of this License, you may choose any version ever published by the Free Software Foundation.
10. If you wish to incorporate parts of the Program into other free programs whose distribution conditions are different, write to the author to ask for permission. For software which is copyrighted by the Free Software Foundation, write to the Free Software Foundation; we sometimes make exceptions for this. Our decision will be guided by the two goals of preserving the free status of all derivatives of our free software and of promoting the sharing and reuse of software generally.

## NO WARRANTY

11. BECAUSE THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. EXCEPT WHEN OTHERWISE STATED IN WRITING THE COPYRIGHT HOLDERS AND/OR OTHER PARTIES PROVIDE THE PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.
12. IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW OR AGREED TO IN WRITING WILL ANY COPYRIGHT HOLDER, OR ANY OTHER PARTY WHO MAY MODIFY AND/OR REDISTRIBUTE THE PROGRAM AS PERMITTED ABOVE, BE LIABLE TO YOU FOR DAMAGES, INCLUDING ANY GENERAL,

SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES ARISING OUT OF THE USE OR INABILITY TO USE THE PROGRAM (INCLUDING BUT NOT LIMITED TO LOSS OF DATA OR DATA BEING RENDERED INACCURATE OR LOSSES SUSTAINED BY YOU OR THIRD PARTIES OR A FAILURE OF THE PROGRAM TO OPERATE WITH ANY OTHER PROGRAMS), EVEN IF SUCH HOLDER OR OTHER PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

## END OF TERMS AND CONDITIONS

---

### How to Apply These Terms to Your New Programs

If you develop a new program, and you want it to be of the greatest possible use to the public, the best way to achieve this is to make it free software which everyone can redistribute and change under these terms.

To do so, attach the following notices to the program. It is safest to attach them to the start of each source file to most effectively convey the exclusion of warranty; and each file should have at least the "copyright" line and a pointer to where the full notice is found.

```
<one line to give the program's name and a brief idea of what it does.>
Copyright (C) 19yy <name of author>
```

```
This program is free software; you can redistribute it and/or modify
it under the terms of the GNU General Public License as published by
the Free Software Foundation; either version 2 of the License, or
(at your option) any later version.
```

```
This program is distributed in the hope that it will be useful,
but WITHOUT ANY WARRANTY; without even the implied warranty of
MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.  See the
GNU General Public License for more details.
```

```
You should have received a copy of the GNU General Public License
along with this program; if not, write to the Free Software
Foundation, Inc., 59 Temple Place, Suite 330, Boston, MA 02111-1307 USA
```

Also add information on how to contact you by electronic and paper mail.

If the program is interactive, make it output a short notice like this when it starts in an interactive mode:

```
Gnomovision version 69, Copyright (C) 19yy name of author
Gnomovision comes with ABSOLUTELY NO WARRANTY; for details type 'show w'.
This is free software, and you are welcome to redistribute it
under certain conditions; type 'show c' for details.
```

The hypothetical commands 'show w' and 'show c' should show the appropriate parts of the General Public License. Of course, the commands you use may be called something other than 'show w' and 'show c'; they could even be mouse-clicks or menu items—whatever suits your program.

You should also get your employer (if you work as a programmer) or your school, if any, to sign a "copyright disclaimer" for the program, if necessary. Here is a sample; alter the names:

Yoyodyne, Inc., hereby disclaims all copyright interest in the program 'Gnomovision' (which makes passes at compilers) written by James Hacker.

<signature of Ty Coon>, 1 April 1989 Ty Coon, President of Vice

This General Public License does not permit incorporating your program into proprietary programs. If your program is a subroutine library, you may consider it more useful to permit linking proprietary applications with the library. If this is what you want to do, use the GNU Library General Public License instead of this License.

---

# Appendix E

## ADC Server Daemon

port.h header:

```
/* this comes from svgalib */

#ifdef __alpha__
5 #include <asm/io.h>

static __inline__ void port_out (int value, int port)
{
    _outb (value, port);
10 }

static __inline__ void port_outw (int value, int port)
{
    _outw (value, port);
15 }

static __inline__ int port_in (int port)
{
    return _inb (port);
20 }

static __inline__ int port_inw (int port)
{
    return _inw (port);
25 }

#undef inb
#undef inw
30 #undef outb
#undef outw

extern unsigned long vga_readb (unsigned long base, unsigned long off);
extern unsigned long vga_readw (unsigned long base, unsigned long off);
extern void vga_writeb (unsigned char b, unsigned long base, unsigned long off);
35 extern void vga_writew (unsigned short b, unsigned long base, unsigned long off);

#define gr_readb(off)      (vga_readb((unsigned long)SM, (off)))
#define gr_readw(off)      (vga_readw((unsigned long)SM, (off)))

40 #if defined(CONFIG_ALPHA_JENSEN)
#define gr_readl(off)      (vga_readl((unsigned long)SM, (off)))
#else
#define gr_readl(off)      (*((unsigned int*)GM)+(off))
#endif

45 #define gr_writeb(v,off)  (vga_writeb((v), (unsigned long)SM, (off)))
#define gr_writew(v,off)  (vga_writew((v), (unsigned long)SM, (off)))

#if defined(CONFIG_ALPHA_JENSEN)
50 #define gr_writel(v,off)  (vga_writel((v), (unsigned long)SM, (off)))
#else
#define gr_writel(v,off)  (*((unsigned int*)GM)+(off)) = (v)
#endif

55 #else

static __inline__ void port_out (int value, int port)
{
    __asm__ volatile ("outb %0,%1"
60      :: "a" ((unsigned char) value), "d" (((unsigned short) port)));
}

static __inline__ void port_outw (int value, int port)
{
    __asm__ volatile ("outw %0,%1"
65      :: "a" ((unsigned short) value), "d" (((unsigned short) port)));
}

static __inline__ void port_outl (int value, int port)
70 {
}
```

```

    __asm__ volatile ("outl %0,%1"
        :: "a" ((unsigned long) value), "d" ((unsigned short) port));
}

75 static __inline__ int port_in (int port)
{
    unsigned char value;
    __asm__ volatile ("inb %1,%0"
        :: "a" (value)
80        : "d" ((unsigned short) port));
    return value;
}

static __inline__ int port_inw (int port)
85 {
    unsigned short value;
    __asm__ volatile ("inw %1,%0"
        :: "a" (value)
        : "d" ((unsigned short) port));
90 }

static __inline__ int port_inl (int port)
{
    unsigned int value;
    __asm__ volatile ("inl %1,%0"
        :: "a" (value)
        : "d" ((unsigned short) port));
95 }

100 }

#define gr_readb(off)      (((volatile unsigned char *)GM)[(off)])
#define gr_readw(off)      (*(volatile unsigned short*)((GM)+(off)))
#define gr_readl(off)      (*(volatile unsigned long*)((GM)+(off)))
105 #define gr_writeb(v,off)  (GM[(off)] = (v))
#define gr_writew(v,off)    (*(unsigned short*)((GM)+(off)) = (v))
#define gr_writel(v,off)    (*(unsigned long*)((GM)+(off)) = (v))

110 #endif

/* Note that the arguments of outb/w are reversed compared with the */
/* kernel sources. The XFree86 drivers also use this format. */
#undef inb
115 #undef inw
#undef inl
#undef outb
#undef outw
120 #undef outl

#define inb port_in
#define inw port_inw
#define inl port_inl
#define outb(port, value) port_out(value, port)
125 #define outw(port, value) port_outw(value, port)
#define outl(port, value) port_outl(value, port)

```

## Main source file:

```

/* little program to allow any program on the network to read the ADC */

/* to use, just telnet to the port and enter:
 *   x, y
5  *
 * where x is the channel, and y is the number of samples over which
 * you would like an average. It returns the time in seconds
 * since the socket was opened.
 *
10 * Entering
 *   reset
 * resets the time to zero.
 *
 * Entering
15 *   close
 * closes the socket.
 */

20 #include <stdlib.h>
#include <stdio.h>
#include <stdarg.h>
#include <sys/time.h>
#include <sys/types.h>
25 #include <unistd.h>
#include <sys/io.h>          /* for glibc */
#include <netinet/ip.h>
#include <arpa/inet.h>
#include <netdb.h>

```

```

30 #include <signal.h>
#include <sys/time.h>
#include <errno.h>

#include "sample.h"
35 #include "port.h"

void milli_sleep (long milliseconds)
{
    struct timeval tv;
40     tv.tv_sec = milliseconds / 1000;
    tv.tv_usec = (milliseconds % 1000) * 1000;
    select (0, 0, 0, 0, &tv);
}

void pc30_init (PC30 * p, int base_address)
{
    struct timeval tv;

#ifdef __alpha__
50     if (ioperm (0x0000, 0x10000, 1)) {
        printf ("sample: Cannot get I/O permissions.\n");
        exit (1);
    }
#else
55     if (iopl (3)) {
        printf ("sample: Cannot get I/O permissions.\n");
        exit (1);
    }
#endif
60     memset (p, 0, sizeof (PC30));
    p->base_address = base_address;

    port_out (0x92, PC30_ADMDE (p));
65     port_out (0x34, PC30_TMRCTR (p));
    port_out (0x74, PC30_TMRCTR (p));
    port_out (0xB6, PC30_TMRCTR (p));
    port_out (0x02, PC30_ADCCR (p));
70     port_out (0, PC30_DIOCNTRL (p));
    port_out (0, PC30_GMEM (p, 0));
    port_out (0, PC30_GMEM (p, 1));
    port_out (0, PC30_GMEM (p, 2));
    port_out (0, PC30_GMEM (p, 3));

75     tv.tv_sec = 0;
    tv.tv_usec = 100;
    select (0, 0, 0, 0, &tv);

    port_in (PC30_ADDATL (p));
80     port_in (PC30_ADDSR (p));
}

void pc30_clear (PC30 * p)
{
85     struct timeval tv;

    // port_out (PC30_ADMDE (p), 0x92);
    port_out (PC30_ADCCR (p), 0x02);

90     port_in (PC30_ADDATL (p));
    port_in (PC30_ADDSR (p));

    /* sleep 100 microseconds sec */
    tv.tv_sec = 0;
95     tv.tv_usec = 100;
    select (0, 0, 0, 0, &tv);

    port_in (PC30_ADDATL (p));
    port_in (PC30_ADDSR (p));
100 }

void pc30_set_gain (PC30 * p, int channel, int gain)
{
    int reg, shift, val;
105     reg = channel & 0x3;
    shift = (channel >> 2) << 1;
    val = port_in (PC30_GMEM (p, reg));
    val = (val & (0xFFFF ^ (3 << shift))) | ((gain & 3) << shift);
110     port_out (val, PC30_GMEM (p, reg));
}

int pc30_getsample (PC30 * p, int channel)
{
    int r;
115     #if 0
    /* this just seems to be a waste of milliseconds (we initialised already): */
    pc30_clear (p);
    pc30_set_gain (p, channel, p->gain[channel]);
120 #endif

    port_out (PC30_STBC | (channel << 4), PC30_ADCCR (p));
    port_out (PC30_STBC | PC30_SSTB | (channel << 4), PC30_ADCCR (p));
    port_out (PC30_STBC | (channel << 4), PC30_ADCCR (p));
125     while (!(port_in (PC30_ADDSR (p)) & PC30_ADDONE));

    r = port_in (PC30_ADDATL (p));
    r |= port_in (PC30_ADDSR (p)) << 8;
130     return (r & 0xFFFF) - (0xFFFF / 2);
}

double pc30_getsample_ave (PC30 * p, int channel, int n)
{

```

```

135     double ave = 0.0;
        int i;
        for (i = 0; i < n; i++)
            ave += (double) pc30_getsample (p, channel);
        return (double) ave / (double) n;
140 }

#define MAX_SOCKETS          64
#define MAX_SOCKET_RESULT    32
#define NUM_CHANNELS         8
145 #define LISTEN_PORT        1928

struct client_adc {
    int socket;
    double time;
150     char result[MAX_SOCKET_RESULT];
} adc_socket[MAX_SOCKETS];

static void fatal_error (char *fmt, ...)
155 {
    va_list ap;
    va_start (ap, fmt);
    fprintf (stderr, "sampled: aborting: ");
    vfprintf (stderr, fmt, ap);
160     fprintf (stderr, "\n");
    if (errno)
        fprintf (stderr, "[%s]\n", sys_errlist[errno]);
    va_end (ap);
    exit (1);
165 }

void usage (void)
{
    printf ("Usage:\n\tsample [-v] [-p <port>] [-h]\n\n");
170     printf ("  -h      help\n");
    printf ("  -v      verbose (-v -v for greater verbosity)\n");
    printf ("  -d      run as daemon\n");
    printf ("  -p      set listen port\n\n");
    printf ("See sample.c for more help.\n\n");
175     exit (0);
}

double gettime (void)
{
    struct timeval tv;
180     gettimeofday (&tv, 0);
    return (double) tv.tv_sec + (double) tv.tv_usec / 1000000.0;
}

185 int main (int argc, char **argv)
{
    int a;
    int verbose = 0;
    int sock, port = LISTEN_PORT;
190     PC30 p;
    struct sockaddr_in server_address;
    struct hostent *hp;
    char hostname[255];
    int yes = 1;
195     errno = 0;

    for (a = 1; a < argc; a++) {
        if (!strcmp (argv[a], "-v")) {
200             verbose++;
            continue;
        }
        if (!strcmp (argv[a], "-d")) {
            if (fork ())
                exit (0);
            if (fork ())
                exit (0);
            continue;
205         }
        if (!strcmp (argv[a], "-h")) {
            usage ();
            continue;
        }
        if (!strcmp (argv[a], "-p")) {
            if (argv[++a])
                port = atoi (argv[a]);
            else
                fatal_error ("error on command line: try\n\tsample -h");
            continue;
215         }
        fatal_error ("error on command line: try\n\tsample -h");
220     }

    pc30_init (&p, 0x700);

225     if ((sock = socket (AF_INET, SOCK_STREAM, 0)) < 0)
        fatal_error ("socket() failed");

    if (verbose)
        printf ("sock = %d\n", sock);

    /* Use this to debug: */
    if (setsockopt (sock, SOL_SOCKET, SO_REUSEADDR,
230         (char *) &yes, sizeof (yes)) < 0)
        fatal_error ("setsockopt() failed");

    gethostname (hostname, 255);
    if (! (hp = gethostbyname (hostname)))
        fatal_error ("gethostbyname() failed");

```



```

240     memset ((char *) &server_address, 0, sizeof (server_address));

server_address.sin_family = hp->h_addrtype;
server_address.sin_addr.s_addr = INADDR_ANY;
245 server_address.sin_port = htons (port);

if (verbose)
    printf ("listen port is %d\n", port);

250 if (bind (sock, (struct sockaddr *) &server_address,
        sizeof (server_address)) < 0)
    fatal_error ("bind() failed");

listen (sock, 5);

255 for (a = 0; a < MAX_SOCKETS; a++) {
    adc_socket[a].socket = 0;
    adc_socket[a].result[0] = '\0';
}

260 signal (SIGPIPE, SIG_IGN);

for (;;) {
    int i;
    fd_set writing, reading;
    int last_sock = 0;

    FD_ZERO (&writing);
    FD_ZERO (&reading);
270    FD_SET (sock, &reading);
    if (sock > last_sock)
        last_sock = sock;
    for (i = 0; i < MAX_SOCKETS; i++) {
        if (adc_socket[i].socket) {
275            FD_SET (adc_socket[i].socket, &reading);
            if (adc_socket[i].result[0])
                FD_SET (adc_socket[i].socket, &writing);
            if (adc_socket[i].socket > last_sock)
                last_sock = adc_socket[i].socket;
280        }
    }

    if (verbose > 1)
        printf ("select (%d,...)\n", last_sock + 1);
285 if (select (last_sock + 1, &reading, &writing, 0, 0) == -1)
    fatal_error ("select() return -1");

    if (FD_ISSET (sock, &reading)) {
        struct sockaddr_in client_address;
        unsigned int l = sizeof (client_address);
        if (verbose > 1)
            printf ("FD_ISSET (sock = %d, &reading)\n", sock);
        for (i = 0; i < MAX_SOCKETS && adc_socket[i].socket; i++);
        if (i == MAX_SOCKETS)
            fatal_error ("MAX_SOCKETS reached");
295 if (verbose > 1)
            printf ("accepting:\n");
        adc_socket[i].socket =
            accept (sock, (struct sockaddr *) &client_address, &l);
300 adc_socket[i].result[0] = '\0';
        adc_socket[i].time = gettimeofday ();
        if (verbose > 1)
            printf ("%d = accept (sock = %d,...)\n",
                adc_socket[i].socket, sock);
305    }
    for (i = 0; i < MAX_SOCKETS; i++) {
        if (FD_ISSET (adc_socket[i].socket, &reading)) {
            int l;
            char buf[1024] = "";
310            if (verbose > 1)
                printf ("FD_ISSET (%d, &reading)\n",
                    adc_socket[i].socket);
            l = read (adc_socket[i].socket, buf, 1024);
            if (verbose > 1)
                printf ("%d = read (%d, ...)\n", l,
                    adc_socket[i].socket);
            if (l <= 0) {
                if (verbose)
                    printf ("read error, closing socket %d\n",
320                        adc_socket[i].socket);
                close (adc_socket[i].socket);
                adc_socket[i].socket = 0;
                adc_socket[i].result[0] = '\0';
                continue;
            }
            if (!strcmp (buf, "close", 5)) {
                if (verbose)
                    printf ("recieved \"%close\", closing socket %d\n",
330                        adc_socket[i].socket);
                close (adc_socket[i].socket);
                adc_socket[i].socket = 0;
                adc_socket[i].result[0] = '\0';
                continue;
            }
            if (!strcmp (buf, "reset", 5)) {
                adc_socket[i].time = gettimeofday ();
                continue;
            }
            if (verbose)
                printf ("got command: \"%%.50s\", from socket %d\n",
340                    buf, adc_socket[i].socket);
            {
                char *q;
                int channel, samples = 0;

```

```

345     channel = atoi (buf);
        q = (char *) strchr (buf, ',');
        if (q)
            while (strchr (*, '\t', *q))
                q++;
350     if (q)
        samples = atoi (q);
        if (!samples || channel < 0 || channel >= NUM_CHANNELS) {
            if (verbose)
                printf
355                 ("bad command: \".50s\", closing socket %d\n",
                    buf, adc_socket[i].socket);
            close (adc_socket[i].socket);
            adc_socket[i].socket = 0;
            adc_socket[i].result[0] = '\0';
            continue;
360         }
        sprintf (adc_socket[i].result, "%.3f, %.3f\n",
            gettimeofday () - adc_socket[i].time,
            pc30_getsample_ave (&p, channel, atoi (q)));
365     }
    }
    for (i = 0; i < MAX_SOCKETS; i++) {
        if (FD_ISSET (adc_socket[i].socket, &writing)) {
370             int l;
            if (verbose > 1)
                printf ("FD_ISSET (%d, &writing)\n",
                    adc_socket[i].socket);
            l =
375                 write (adc_socket[i].socket, adc_socket[i].result,
                    strlen (adc_socket[i].result));
            if (verbose > 1)
                printf ("%d = write (%d, ...)\n", l,
                    adc_socket[i].socket);
380             if (l != strlen (adc_socket[i].result)) {
                if (verbose)
                    printf ("write error, closing socket %d\n",
                        adc_socket[i].socket);
                    close (adc_socket[i].socket);
                    adc_socket[i].socket = 0;
                    adc_socket[i].result[0] = '\0';
385                 }
                adc_socket[i].result[0] = '\0';
            }
        }
390    }
    }
    return 0;
}

```

## Appendix F

# Data Graphing Application

```
#!/usr/bin/python

#was:
## Author: Jesper Skov <jskov@cygnus.co.uk>
5 ## A rewrite of the C canvas example in the GNOME Developer's Information

import GDK
from gtk import *
from gnome.ui import *
10 from _gnomeuimodule import *
import gnome.affine
import GdkImlib
import sys, string, socket

15 server = '127.0.0.1'
port = 1928

initial_time_scale = 5.0
initial_weight_scale = 5.0

20 GTK_CAULDRON_TOPLEVEL = 1
GTK_CAULDRON_IGNOREENTER = 1 << 8
GTK_CAULDRON_GRAB = 1 << 9

25 class timer:
    def __init__(self, func, freq = 1.0, *args):
        if type(freq) == type(1):
            freq = float(freq)
        if type(freq) != type(1.0):
30             raise TypeError, "frequency must be a float"
        if type(func) != type(self.__init__):
            raise TypeError, "second arg must be a function"
        self.func = func
        self.args = args
35         self.time = 0.0
        self.freq = freq
        self.timer = timeout_add (int (1000.0 / self.freq), self)

    def __call__(self, *args):
40         self.time = self.time + 1.0 / self.freq;
        return apply (self.func, (self.time,) + self.args)

    def stop (self):
        if not self.timer:
45             return
        timeout_remove (self.timer)
        self.timer = None

    def start (self):
        if self.timer:
50             return
        self.timer = timeout_add (int (1000.0 / self.freq), self)

    def reset (self):
55         self.time = 0.0

    def __del__(self):
        timeout_remove (self.timer)

60 class CanvasExample:
    def __init__(self, channel):
        self.width = 400
        self.height = 400
65         self.channel = []
        self.numlines = len (channel)
        for i in xrange (0, self.numlines):
            self.channel.append (string.atof (str (channel[i])))

70         def configure (self, widget, event):
            if event.type == GDK.CONFIGURE:
                self.grid.affine_relative (gnome.affine.scale (float (event.width) / float (self.width), \
```

```

        float (event.height) / float (self.height)))
    self.height = event.height
    self.width = event.width
    self.canvas.set_scroll_region (0, 0, self.width, self.height)
    self.line_redraw ()
    return FALSE

75
def get_y_pos (self, line, y):
    if y < 0.0:
        y = 0.0
    shift = (int (line) / 2) * (int (self.height) / 10)
    return float (self.height) - 1.0 - (y * (float (self.height) / self.weight_scale) + shift)

80
def get_weight (self, i, voltage):
    return self.channel_gradient[i] * voltage + self.channel_offset[i]

85
def save_line (self, line):
    win = GtkFileSelection ("Save Graph")
    def delete_event (win, event = None):
        win.destroy ()
    win.connect ("delete_event", delete_event)
    def file_selection_ok(_button, fs, line):
90
        try:
            f = open (fs.get_filename (), "w+")
            for x, y in line:
                f.write ("%2f\t%.3f\n" % (x, y))
            f.close ()
        except:
            gtk_dialog_cauldron ("Error", GTK_CAULDRON_TOPLEVEL | GTK_CAULDRON_GRAB,
                " ( [(Error writing to file)xf]xf )f / ( [%L]xf )f / ( %Bgxfq | )f ", \
                (str (sys.exc_value), "Button_Cancel"))
            fs.destroy ()
100
    win.ok_button.connect ("clicked", file_selection_ok, win, line)
    win.cancel_button.connect ("clicked", win.hide)
    win.show ()

def line_clicked (self, line):
110
    x = gtk_dialog_cauldron ("Select", GTK_CAULDRON_TOPLEVEL | GTK_CAULDRON_GRAB,
        " %Bgxfq // %Bgxfq ", ("Save", "Button_Cancel"))
    if x == "Save":
        self.save_line (line)
    return TRUE

115
def bold_event (self, widget, event):
    if event.type == GDK.ENTER_NOTIFY:
        widget.set (font = '-adobe-helvetica-bold-r-normal--14-140-75-75-p-77-iso8859-1')
        return TRUE

120
    elif event.type == GDK.LEAVE_NOTIFY:
        widget.set (font = '-adobe-helvetica-medium-r-normal--14-140-75-75-p-77-iso8859-1')
        return TRUE

125
    return FALSE

def reset (self):
    try:
        self.timer.reset ()
130
    except:
        pass
    self.last_redraw = 0.0
    self.time_scale = initial_time_scale
    self.weight_scale = initial_weight_scale
135
    self.lines = []
    for i in xrange (0, self.numlines):
        self.lines.append ((0.0, 0.0))
        self.channel_socket[i].send ("reset");

140
    self.weight_division = 2
    self.time_division = 2
    self.line_redraw ()

def reset_event (self, widget, event):
145
    if event.type == GDK.BUTTON_PRESS:
        self.reset ()
    return self.bold_event (widget, event)

def start_event (self, widget, event):
150
    if event.type == GDK.BUTTON_PRESS:
        for i in xrange (0, self.numlines):
            self.channel_socket[i].send ("reset");
        try:
            self.timer.start ()
155
        except:
            self.timer = timer (self.next_line, self.freq)
            self.line_redraw ()
            return TRUE
    return self.bold_event (widget, event)

160
def freq_event (self, widget, event):
    if event.type == GDK.BUTTON_PRESS:
        x = gtk_dialog_cauldron ("Set Frequency", GTK_CAULDRON_TOPLEVEL,
            " ( [(Enter the new sampling frequency:)xf ]f / ( [%xf ]f / ( %Bgxfq | %Bgxfq ]f ", \
165
            (str (self.freq), "datarecord-freq", "Frequency", "Button_Ok", "Button_Cancel"))
        if not x:
            return TRUE
        if x[0] != "Button_Ok" and x[0] != "GTK_CAULDRON_ENTER":
            return TRUE
170
        self.freq = float (x[1])
        try:
            self.timer.stop ()
        except:
            pass
175
        self.timer = None
        self.reset ()
        self.line_redraw ()

```

```

        return TRUE
    return self.bold_event (widget, event)

180
def quit_event (self, widget, event):
    if event.type == GDK.BUTTON_PRESS:
        self.win.destroy ()
        return TRUE
185
    return self.bold_event (widget, event)

def stop_event (self, widget, event):
    if event.type == GDK.BUTTON_PRESS:
        try:
            self.timer.stop ()
        except:
            pass
        self.line_redraw ()
        return TRUE
190
    return self.bold_event (widget, event)
195

# saves all channels
def save_event (self, widget, event):
    if event.type == GDK.BUTTON_PRESS:
        win = GtkFileSelection ("Save All Graphs")
        def delete_event (win, event = None):
            win.destroy ()
            win.connect ("delete_event", delete_event)
        def file_selection_ok(_button, fs, lines):
            try:
                f = open (fs.get_filename (), "w+")
                for i in xrange (0, len (lines[0])):
                    for j in xrange (0, len (lines)):
                        f.write ("%2f\t%.3f\t\t" % lines[j][i])
210
                f.write ("\n")
                f.close ()
            except:
                gtk_dialog_cauldron ("Error", GTK_CAULDRON_TOPLEVEL | GTK_CAULDRON_GRAB,
                    " ( [(Error writing to file)xf]xf )f / ( [%L]xf )f / ( %Bgxfreq | )f ", \
                    (str (sys.exc_value), "Button_Cancel"))
215
                fs.destroy ()
                win.ok_button.connect ("clicked", file_selection_ok, win, self.lines)
                win.cancel_button.connect ("clicked", win.hide)
                win.show ()
                self.line_redraw ()
                return TRUE

        return self.bold_event (widget, event)

225
def line_event (self, widget, event, line):
    if event.type == GDK.BUTTON_PRESS:
        self.line_clicked (line)
        return TRUE

230
    elif event.type == GDK.ENTER_NOTIFY:
        widget.set (width_units = 3)
        return TRUE

235
    elif event.type == GDK.LEAVE_NOTIFY:
        widget.set (width_units = 1)
        return TRUE

    return FALSE

240
def line_redraw (self):
    i = 0
    for line in self.lines:
        p = []
        # do not draw every point to reduce CPU load
        step = 1 + len (line) / 100
245
        j = 0
        for k in xrange (0, len (line) - step + 1, step):
            y = 0.0
            for xt, yt in line[k:k + step]:
                x = xt
                y = y + yt
                y = y / float (step)
                p.append (x * float (self.width / 2) / self.time_scale + float ((self.width / 2) * (i % 2)))
250
                p.append (self.get_y_pos (i, y))
                j = j + 1
            if len (p) == 2:
                p = p + p
                xs = p[-2]
                # FIXME: 80 thumb suck value -->
                if xs < 80:
                    xs = 80
                if self.channel_gradient[i] == 1.0:
                    unit = "V"
                else:
                    unit = "g"
265
                if self.canvas_lines[i]:
                    self.canvas_text[i].set (text="%d(%.2f, %.3f%s)" % (i + 1, line[-1][0], \
                        line[-1][1], unit), x = xs, y = p[-1])
                    self.canvas_lines[i].set (points = tuple (p))
270
                else:
                    self.canvas_text[i] = self.canvas.root ().add ('text', text="%d(%.2f, %.3f%s)" \
                        % (i + 1, line[-1][0], line[-1][1], unit),
                        x = xs, y = p[-1],
                        font = '-adobe-helvetica-bold-r-normal--10-100-75-75-p-60-iso8859-1',
                        anchor = ANCHOR_SOUTH_EAST,
                        fill_color = 'black')
                    self.canvas_lines[i] = self.canvas.root ().add ('line', points=p, \
                        width_pixels=1.0, fill_color=self.color[i])
275
                    self.canvas_lines[i].connect ("event", self.line_event, line)
280
                    i = i + 1

def read_channel (self, i):

```

```

self.channel_socket[i].send ("%d, 20" % (self.channel[i]));
x = string.split (self.channel_socket[i].recv (1024), ",");
return (string.atof (x[0]), 5.0 * string.atof (x[1]) / 2048.0)

def read_channel_weight (self, i):
    t, y = self.read_channel (i)
    return (t, y * self.channel_gradient[i] + self.channel_offset[i])

def calibrate (self, widget, event):
    if event.type == GDK.BUTTON_PRESS:
        import time
        Sxx = 0.0
        Sxy = 0.0
        Sx = 0.0
        Sy = 0.0
        n = 0
        v = gtk_dialog_cauldron ("Calibrate", GTK_CAULDRON_TOPLEVEL,
            " ( [(Enter line to calibrate 1 to " + str(self.numlines) + \
            "):xf]xf)xf )f / ( %Nxf )f / ( %Bgxfq || %Bgxfq )f ", ("1", "Button_Ok", "Button_Cancel"))
        if not v:
            return TRUE
        if v[0] != "Button_Ok" and v[0] != "GTK_CAULDRON_ENTER":
            return TRUE
        try:
            line = int (v[1]) - 1
        except:
            return TRUE
        if line < 0 or line >= self.numlines:
            return TRUE
        while 1:
            v = gtk_dialog_cauldron ("Calibrate", GTK_CAULDRON_TOPLEVEL,
                " ( [(Apply weight " + str (n) + ", enter its value in grams, and wait for 1 " \
                "second:)xf]xf)xf )f / ( %Ngxf )f / ( %Bxfq || %Bxfq || %Bgxfq )f ", \
                ("0.0", "datarecord-cal", "Weight", "Done", "Enter Value", "Button_Cancel"))
            if not v:
                break
            if v[0] != "Done" and v[0] != "GTK_CAULDRON_ENTER" and v[0] != "Enter Value":
                break
            if n > 1 and v[0] == "Done":
                break
            x = 0.0
            for i in xrange (10):
                time.sleep (0.1)
                x = x + self.read_channel (line)[1]
            x = x / 10.0
            y = float (v[1])
            Sxx = Sxx + x * x
            Sx = Sx + x
            Sy = Sy + y
            Sxy = Sxy + x * y
            n = n + 1
            m = (float (n) * Sxy - Sx * Sy) / (float (n) * Sxx - Sx * Sx)
            c = (Sy - m * Sx) / float (n)
            self.channel_gradient[line] = m
            self.channel_offset[line] = c
            return TRUE
        return self.bold_event (widget, event)

def next_line (self, time, *args):
    i = 0
    for line in self.lines:
        x = self.read_channel_weight (i)
        time = x[0]
        line.append (x)
        if time > self.time_scale:
            if self.time_division == 5:
                self.time_scale = self.time_scale * 5.0
                self.time_division = 2
            else:
                self.time_scale = self.time_scale * 2.0
                self.time_division = 5
            if self.get_y_pos (i, line[-1][1]) < 0:
                if self.weight_division == 5:
                    self.weight_scale = self.weight_scale * 5.0
                    self.weight_division = 2
                else:
                    self.weight_scale = self.weight_scale * 2.0
                    self.weight_division = 5
            i = i + 1
    # if five seconds have past, or five pixels have advanced, then redraw:
    # we don't want to redraw too often, 'cos it slows the machine down with long lines.
    if time * float (self.width / 2) / self.time_scale > \
        self.last_redraw * float (self.width / 2) / self.time_scale + 5.0 \
        or time > self.last_redraw + 5.0:
        self.last_redraw = time
        self.line_redraw ()
    return TRUE

def main (self):
    # Open window to hold canvas.
    self.win = GtkWindow ()
    self.win.connect ('destroy', mainquit)
    self.win.set_title ('Canvas Example')

    # Create VBox to hold canvas and buttons.
    vbox = GtkVBox ()
    self.win.add (vbox)
    vbox.show ()

    # Create canvas.
    self.canvas = GnomeCanvas ()
    self.canvas.set_usize (self.width, self.height)
    self.canvas.set_scroll_region (0,0, self.width, self.height)
    vbox.pack_start (self.canvas, expand=TRUE, fill=TRUE)
    self.canvas.show ()

```

```

390 self.color = ('blue', 'blue', 'red', 'red', 'yellow', 'yellow', 'cyan', 'cyan', 'blue', 'blue', \
               'red', 'red', 'yellow', 'yellow', 'cyan', 'cyan', 'blue', 'blue', 'red', 'red', 'yellow', \
               'yellow', 'cyan', 'cyan', 'blue', 'blue', 'red', 'red', 'yellow', 'yellow', 'cyan', 'cyan', )

self.grid = self.canvas.root ().add ('group')

395 for i in xrange (0, 50):
    if not i % 5:
        continue
    self.grid.add ('line', points = (i * self.width / 50, 0, i * self.width / 50, self.height),
400                 fill_color='gray',
                 width_pixels = 1)
    self.grid.add ('line', points = (0, i * self.height / 50, self.width, i * self.height / 50),
                 fill_color='gray',
                 width_pixels = 1)

405 for i in xrange (0, 10):
    self.grid.add ('line', points = (i * self.width / 10, 0, i * self.width / 10, self.height),
                 fill_color='black',
                 width_pixels = 1)
    self.grid.add ('line', points = (0, i * self.height / 10, self.width, i * self.height / 10),
410                 fill_color='black',
                 width_pixels = 1)

self.button_start = self.canvas.root ().add ('text', text="Start",
415         x = 5, y = 5,
         font = '-adobe-helvetica-medium-r-normal--14-140-75-p-77-iso8859-1',
         anchor = ANCHOR_NORTH_WEST,
         fill_color = 'red')
self.button_start.connect ("event", self.start_event)

420 self.button_stop = self.canvas.root ().add ('text', text="Stop",
         x = 5, y = 25,
         font = '-adobe-helvetica-medium-r-normal--14-140-75-p-77-iso8859-1',
         anchor = ANCHOR_NORTH_WEST,
         fill_color = 'red')
425 self.button_stop.connect ("event", self.stop_event)

self.button_reset = self.canvas.root ().add ('text', text="Reset",
430         x = 5, y = 45,
         font = '-adobe-helvetica-medium-r-normal--14-140-75-p-77-iso8859-1',
         anchor = ANCHOR_NORTH_WEST,
         fill_color = 'red')
self.button_reset.connect ("event", self.reset_event)

435 self.button_save = self.canvas.root ().add ('text', text="Save All",
         x = 5, y = 65,
         font = '-adobe-helvetica-medium-r-normal--14-140-75-p-77-iso8859-1',
         anchor = ANCHOR_NORTH_WEST,
         fill_color = 'red')
440 self.button_save.connect ("event", self.save_event)

self.button_save = self.canvas.root ().add ('text', text="Set Frequency",
445         x = 5, y = 85,
         font = '-adobe-helvetica-medium-r-normal--14-140-75-p-77-iso8859-1',
         anchor = ANCHOR_NORTH_WEST,
         fill_color = 'red')
self.button_save.connect ("event", self.freq_event)

450 self.button_reset = self.canvas.root ().add ('text', text="Calibrate",
         x = 5, y = 105,
         font = '-adobe-helvetica-medium-r-normal--14-140-75-p-77-iso8859-1',
         anchor = ANCHOR_NORTH_WEST,
         fill_color = 'red')
self.button_reset.connect ("event", self.calibrate)

455 self.button_save = self.canvas.root ().add ('text', text="Quit",
         x = 5, y = 125,
         font = '-adobe-helvetica-medium-r-normal--14-140-75-p-77-iso8859-1',
         anchor = ANCHOR_NORTH_WEST,
         fill_color = 'red')
460 self.button_save.connect ("event", self.quit_event)

self.last_redraw = 0.0
self.time_scale = initial_time_scale
self.weight_scale = initial_weight_scale
465 self.lines = []
self.canvas_lines = []
self.canvas_text = []
self.freq = 10.0
self.channel_socket = []
470 self.channel_offset = []
self.channel_gradient = []

for i in xrange (0, self.numlines):
475     s = socket.socket (socket.AF_INET, socket.SOCK_STREAM)
     s.connect ((server, port))
     self.channel_socket.append (s)
     self.lines.append ([0.0, 0.0])
     self.canvas_lines.append (0)
     self.canvas_text.append (0)
     self.channel_offset.append (0.0)
     self.channel_gradient.append (1.0)

self.weight_division = 2
self.time_division = 2

485 self.win.show ()
self.win.connect ("event", self.configure)

if __name__ == '__main__':
490     c = CanvasExample (sys.argv[1:])
     c.main ()
     mainloop ()

```






# Index

.  
    postgres's internal tables, 286  
L<sup>A</sup>T<sub>E</sub>X  
    bibliography source file, 17  
L<sup>A</sup>T<sub>E</sub>X, 18  
T<sub>E</sub>X, 18  
--help, 13  
.1, 19  
.C, 17  
.Xdefaults, 401  
.Z, 19  
.alias, 17  
.au, 17  
.avi, 17  
.awk, 17  
.a, 17  
.bash\_login, 401  
.bash\_logout, 401  
.bash\_profile, 401  
.bib, 17  
.bmp, 17  
.bz2, 17  
.cc, 17  
.cf, 17  
.cgi, 17  
.conf, 17  
.cpp, 17  
.csh, 17  
.cxx, 17  
.c, 17  
.db, 17  
.deb, 17  
.diff, 17  
.dir, 17  
.dvi, 17  
.el, 17  
.forward, 402  
.gif, 17  
.gz, 17  
.htm, 17  
.h, 17  
.info, 17  
.inputrc, 401  
.in, 17  
.i, 17  
.jpg, 17  
.lj, 18  
.log, 18  
.lsm, 18  
.lyx, 18  
.man, 18  
.mf, 18  
.pbm, 18  
.pcf, 18  
.pcx, 18  
.pdf, 18  
.pfb, 18  
.php, 18  
.pl, 18  
.profile, 401  
.ps, 18  
.py, 18  
.rpm, 18  
.sgml, 18  
.sh, 18  
.so, 18  
.spd, 18  
.tar, 18  
.tcl, 18  
.texinfo, 18  
.texi, 18  
.tex, 18  
.tfm, 18  
.tga, 18  
.tgz, 18  
.tiff, 18  
.ttf, 18  
.txt, 18  
.voc, 18  
.wav, 19  
.xinitrc, 401  
.xpm, 19  
.y, 19  
.zip, 19  
/etc/HOSTNAME, 402  
/etc/X11/XF86Config, 401  
/etc/conf.modules, 397  
/etc/fstab, 396

/etc/host.conf, 402  
/etc/hostname, 402  
/etc/hosts.allow, 402  
/etc/hosts.deny, 402  
/etc/hosts, 402  
/etc/inetd.conf, 402  
/etc/ld.so.conf, 399  
/etc/lilo.conf, 397  
/etc/modules.conf, 397, 400  
/etc/named.boot, 402  
/etc/named.conf, 402  
/etc/networks, 402  
/etc/nsswitch.conf, 402  
/etc/printcap, 400  
/etc/profile, 398  
/etc/resolv.conf, 402  
/etc/services, 401  
/etc/skel/, 398  
/etc/smb.conf, 402  
/etc/syslog.conf, 398  
/usr/doc/, 397  
/var/log/messages, 397  
AUTHORS, 19  
BUGS, 19  
COPYING, 19  
ChangeLog, 19  
INSTALL, 19  
NEWS, 19  
README, 19  
TCP wrappers, 402  
THANKS, 19  
TODO, 19  
VERSION, 19  
alien, 399  
apt-get, 399  
apt, 399  
atrm, 401  
at, 398  
awk program, 17  
bash, 401  
bash functions, 401  
bzip2, 17  
cat, 7  
cd, 20  
compress, 19  
configure, 17  
cron, 398  
cut, 395  
df, 396  
dhcpcd, 402  
dig, 401  
dmesg, 397  
dnsdomainname, 402  
domainname, 402  
dpkg, 399  
driver, 214  
dselect, 399  
du, 396  
errors\_address, 213  
exim\_group, 213  
exim\_user, 213  
expand, 395  
file, 214  
find, 397  
fmt, 395  
fsck, 396  
ftp, 401  
gpasswd, 397  
grep, 400  
groupadd, 397  
gzip, 17  
headers\_check\_syntax, 219  
head, 395  
host\_accept\_relay, 213  
hostname, 402  
hosts\_override, 214  
host, 401, 402  
httpd, 402  
ifconfig, 402  
inetd, 402  
info, 21  
init, 397  
insmod, 400  
ipliteral, 214  
join, 395  
lilo.conf, 399  
local\_delivery, 214  
local\_domains, 213, 214  
locate, 397  
log\_subject, 213  
logout, 8  
lookuphost, 214  
lpc, 400  
lpq, 400  
lprm, 400  
lpr, 400  
lsmod, 400  
mailq, 402  
man, 21  
mkdir, 20  
modinfo, 400  
modprobe, 400  
mount, 396  
netscape, 401  
netstat, 402  
never\_users, 213

- newaliases, 402
- nice, 396
- nl, 395
- nmb, 402
- nslookup, 402
- od, 395
- passwd, 5, 397
- paste, 395
- ping, 401, 402
- pkzip, 19
- pr, 395
- pwd, 20
- rbl\_domains, 220
- rbl\_reject\_recipients, 220
- recipients\_reject\_except, 220
- relay\_domains, 213
- remote\_smtp, 214
- rmmmod, 400
- rm, 20
- route, 402
- rpm, 400
- rxvt, 401
- sed, 395
- sendmail, 402
- shutdown, 397
- smb, 402
- sort, 395
- split, 395
- ssh, 403
- tac, 395
- tail, 395
- tee, 395
- telnet, 401
- tkrat, 401
- traceroute, 401, 402
- tr, 395
- updatedb, 397
- useradd, 397
- userdel, 397
- vi, 400
- wc, 395
- which, 397
- whois, 401
- xargs, 395
- xf86config, 401
- xterm, 401
- dependency-consistent
  - tutorial, 1
- LINUX  Software Map, 18
- R
  - cp, 20
- al
  - ls, 13
- ALTER TABLE
  - postgres, 288
- CREATE TABLE
  - postgres, 286
- DROP TABLE
  - postgres, 288
- INSERT INTO
  - postgres, 288
- MAIL
  - RCPT, 219
- RCPT
  - MAIL, 219
- SELECT
  - postgres, 284, 285, 287–289
- bzImage
  - make, 400
- cat
  - concatenate, 7
- cd
  - change directory, 7
- clean
  - make, 400
- cp
  - R, 20
  - recursive, 20
  - Usage summaries, 20
- deb
  - Debian, 2
- depmod
  - make, 400
- dep
  - make, 400
- exim
  - package, 211
  - procmail support, 216
  - configuration, 212
  - Directors, 214
  - full blown mailserver, 215
  - MTA, 211
  - Routers, 214
  - Transports, 214
  - Why?, 211
- init.d script
  - postgres, 285
- lilo
  - make, 400
- list of supported types
  - postgres, 287
- ls -l
  - ls, 7
- ls
  - al, 13
  - ls -l, 7

- distinguishing directories, 7
- list, 6
- Usage summaries, 20
- make
  - bzImage, 400
  - clean, 400
  - depmod, 400
  - dep, 400
  - lilo, 400
  - menuconfig, 400
  - modules\_install, 400
  - modules, 400
- menuconfig
  - make, 400
- mkdir
  - make directory, 7
- modules\_install
  - make, 400
- modules
  - make, 400
- oid
  - postgres, 288
- package
  - exim, 211
- passwd
  - Usage summaries, 20
- postgres
  - ALTER TABLE, 288
  - CREATE TABLE, 286
  - DROP TABLE, 288
  - INSERT INTO, 288
  - SELECT, 284, 285, 287–289
  - init.d script, 285
  - list of supported types, 287
  - oid, 288
  - psql, 285
  - Adding a column, 288
  - column typing, 286
  - Creating tables, 286
  - Delete/dropping a column, 288
  - Delete/dropping a table, 288
  - documentation, 284
  - dumping and restoring tables, 289
  - European date formats, 285
  - HTML documentation, 284
  - Inserting rows, 288
  - Installing and initialising, 284
  - Listing a table, 287
  - listing databases, 286
  - Locating rows, 288
  - Migrating from another database, 289
  - object relational, 288
  - package, 284
  - server program, 284
  - start stop scripts, 284
  - template database, 285
  - user commands, 284
- postgres's internal tables
  - ., 286
- procmail support
  - exim, 216
- psql
  - postgres, 285
- pwd
  - present working directory, 8
- rpm
  - Mandrake, 2
  - RedHat-like, 2
- sendmail.cf
  - sendmail, 211
- sendmail
  - sendmail.cf, 211
  - MTA, 211
- 8 bit
  - ISA slots, 10
- absolute
  - paths, 21
- Adding a column
  - postgres, 288
- administrator
  - responsibilities, 220
- aggregation of another
  - GPL, 413
- aliases, 211
- applying to new programs
  - GPL, 415
- Audio format, 17, 18
- background
  - jobs, 396
- banned IP addresses, 219
- bibliography source file
  - LaTeX, 17
- BIOS settings
  - LPI, 399
- Bitmap file, 17
- bits, 4
- books
  - worth buying, 1
- boot sequence
  - CMOS, 11
- booting
  - Windows 98, 224
- booting process
  - LPI, 397

- brand names, 2
- BSD License, 283
- BUGTRAQ
  - LPI, 403
- builtin devices
  - CMOS, 11
- byte
  - encoding, 4
- C program, 17
- cards
  - peripheral, 10
- case sensitive, 13
- CDROM
  - IDE, 10
  - SCSI, 11
- CERT
  - LPI, 403
- certification
  - LPI, 2
  - RHCE, 2
- change directory
  - cd, 7
- characters
  - filenames, 7
- CMOS
  - boot sequence, 11
  - builtin devices, 11
  - configuration, 11
  - Harddrive auto-detection, 11
  - hardware clock, 11
- column typing
  - postgres, 286
- COM1, 10
- COM2, 10
- combating
  - spam, 218
- command history
  - LPI, 395
- command line
  - LPI, 395
- command-line options, 13
- commands, 5
- computer
  - programming, 2
- concatenate
  - cat, 7
- configuration
  - exim, 212
  - CMOS, 11
- Configuration file, 17
- consecutive, 1
- copy
  - directories, 395
  - files, 395
  - wildcards, 395
- copying, 411
- course
  - notes, 1
  - training, 1
- CPU, 9
- creating
  - files, 7
- Creating tables
  - postgres, 286
- creativity, 2
- 
- 
- data
  - file, 4
- database, 283
- Database file, 17
- database table directory, 284
- Debian
  - deb, 2
- Debian package, 17
- definition
  - spam, 218
- Delete/dropping a column
  - postgres, 288
- Delete/dropping a table
  - postgres, 288
- delivery, 211
- Device independent file, 17
- directories, 7
  - copy, 395
- Directors
  - exim, 214
- disk drive
  - IDE, 10
  - SCSI, 11
- disk partitions
  - LPI, 396
- distinguishing directories
  - ls, 7
- distribute, 411
- DLL, 18
- DMA, 399
- DMA channels, 10
- documentation
  - postgres, 284
  - package, 1
  - reference, 1
  - tutorial, 1
- dumping and restoring tables
  - postgres, 289

- email assistance
  - LPI, 397
- encoding
  - byte, 4
  - octet, 4
- Enter, 5
- environment variables
  - LPI, 395
- error codes, list of, 14
- error messages, 13
- European date formats
  - postgres, 285
- exam questions
  - LPI, 395
- export display
  - LPI, 401
- extension
  - filename, 16
- extensions, list of common, 17
- file
  - data, 4
- file management
  - LPI, 395
- filename
  - extension, 16
  - length, 4
  - name, 16
- filenames
  - characters, 7
- files, 4
  - copy, 395
  - creating, 7
  - hidden, 13
- filesystem hierarchy standard
  - LPI, 397
- filters
  - LPI, 395
- floppy disk boot
  - LPI, 399
- font
  - X Window System, 17
- font metric, 18
- foreground
  - jobs, 396
- Free Software Foundation, 411
- Free SQL server, 283
- freedom, 411
- frustrated, 2
- FSF, 411
- full blown mailserver
  - exim, 215
- full path name
  - paths, 21
- fundamental system administration
  - LPI, 395
- glob expressions, 19
- GNU, 1
- GNU General Public License, 411
- GNU source packages
  - LPI, 399
- GPL
  - aggregation of another, 413
  - applying to new programs, 415
  - incorporating parts of programs, 414
  - lack of warranty, 414
  - modifying, 412
  - source code, 413
  - TERMS AND CONDITIONS, 412
  - version numbers, 414
- group
  - LPI, 396
- GUI interface, 283
- Harddrive auto-detection
  - CMOS, 11
- hardware clock
  - CMOS, 11
- header
  - malformed, 219
  - rejecting, 219
  - verification, 219
- header file, 17
- hidden
  - files, 13
- hidden files, vs. ordinary, 13
- HTML documentation
  - postgres, 284
- ICMP
  - LPI, 401
- IDE
  - CDROM, 10
  - disk drive, 10
  - ribbon, 10
- image file, 17
- impatient, 2
- incorporating parts of programs
  - GPL, 414
- ingenuity, 2
- Inserting rows
  - postgres, 288
- Installing and initialising
  - postgres, 284
- Interrupt Request lines

- IRQ lines, 10
- Interrupts, 10
- introduction
  - SQL, 286
- IO, 399
- IO-ports, 9, 10
- IRQ, 10, 399
- IRQ lines
  - Interrupt Request lines, 10
- ISA
  - slots, 10
- ISA slots
  - 8 bit, 10
- ISDN
  - LPI, 402
- jobs
  - background, 396
  - foreground, 396
  - LPI, 396
- jumpers, 10
- lack of warranty
  - GPL, 414
- laserjet printer, 18
- length
  - filename, 4
- level I, certification
  - LPI, 395
- library
  - static, 17
- Lisp program source, 17
- list
  - ls, 6
- Listing a table
  - postgres, 287
- listing databases
  - postgres, 286
- Locating rows
  - postgres, 288
- log file, 18
- logging in, 5
- login
  - name, 5
  - passwd, 5
  - prompt, 5
- login limits
  - LPI, 403
- loops
  - LPI, 401
- LPI
  - BIOS settings, 399
  - booting process, 397
  - BUGTRAQ, 403
  - CERT, 403
  - certification, 2
  - command history, 395
  - command line, 395
  - disk partitions, 396
  - email assistance, 397
  - environment variables, 395
  - exam questions, 395
  - export display, 401
  - file management, 395
  - filesystem hierarchy standard, 397
  - filters, 395
  - floppy disk boot, 399
  - fundamental system administration, 395
  - GNU source packages, 399
  - group, 396
  - ICMP, 401
  - ISDN, 402
  - jobs, 396
  - level I, certification, 395
  - login limits, 403
  - loops, 401
  - mail aliases, 402
  - mail forwarding, 402
  - mailing lists, 397
  - monitor, 401
  - network interfaces, 402
  - network masks, 401
  - newsgroups, 397
  - NT domain, 402
  - objective weighting value, 395
  - package corruption, 403
  - password expiry dates, 403
  - permissions, 396
  - PPP, 401, 402
  - process limits, 403
  - program priority, 396
  - quotas, 396
  - redirecting standard input/output, 395
  - regular expressions, 396
  - requirements, 2
  - SCSI BIOS, 399
  - shadowed passwords, 403
  - shell commands, 395
  - simple filesystem problems, 396
  - streams, 395
  - SUID bit, 403
  - suid-rights, 401
  - TCP, 401
  - TCP wrappers, 403
  - telephone assistance, 397
  - test, 401

- UDP, 401
- update binaries, 403
- video card, 401
- web page, 395
- websites, 397
- wildcards, 395
- WINS client, 402
- X font server, 401
- X server, 401
- LyX, 18
- mail
  - MTA, 211
  - relay, 213
- Mail Abuse Prevention, 219
- mail aliases
  - LPI, 402
- mail forwarding
  - LPI, 402
- Mail Transfer Agent
  - MTA, 211
- mailbox, 211
- mailing lists
  - LPI, 397
- mailq, 211
- make directory
  - mkdir, 7
- malformed
  - header, 219
- Mandrake
  - rpm, 2
- MAPS, 219
- markup language, 18
- Meta-Font, 18
- Microcomputer Organisation, 9
- Migrating from another database
  - postgres, 289
- modifying, 411
  - GPL, 412
- monitor
  - LPI, 401
- motherboard, 9, 10
- MTA
  - exim, 211
  - sendmail, 211
  - mail, 211
  - Mail Transfer Agent, 211
- name
  - filename, 16
  - login, 5
- network interfaces
  - LPI, 402
- network masks
  - LPI, 401
- newaliases, 211
- newsgroups
  - LPI, 397
- notes
  - course, 1
- NT domain
  - LPI, 402
- object relational
  - postgres, 288
- objective weighting value
  - LPI, 395
- octet
  - encoding, 4
- Open Relay Behaviour-modification System, 219
- ORBS, 219
- package
  - postgres, 284
  - documentation, 1
- package corruption
  - LPI, 403
- Parallel port, 10
- passwd
  - login, 5
- password, 5
- password expiry dates
  - LPI, 403
- paths
  - absolute, 21
  - full path name, 21
  - relative, 21
- PCI slots, 10
- peripheral
  - cards, 10
- peripherals devices, 9
- Perl, 18
- permissions
  - LPI, 396
- PHP, 18
- plug and play/pray
  - PnP, 10
- PnP, 399
  - plug and play/pray, 10
- port 25, 211
- PostgreSQL, 283
- PPP
  - LPI, 401, 402
- present working directory
  - pwd, 8
- prevention



- spam, 219
- process limits
  - LPI, 403
- program priority
  - LPI, 396
- program source code, 17
- programming
  - computer, 2
- prompt
  - login, 5
  - shell, 5
- Python, 18
- quotas
  - LPI, 396
- RAM, 9
- Realtime Blocking List
  - spam, 219
- recursive
  - cp, 20
- RedHat-like
  - rpm, 2
- redirecting standard input/output
  - LPI, 395
- reference
  - documentation, 1
- regular expressions
  - LPI, 396
- rejecting
  - header, 219
- relative
  - paths, 21
- relay
  - mail, 213
  - untrusted hosts, 213
- requirements
  - LPI, 2
  - RHCE, 2
- responsibilities
  - administrator, 220
  - spam, 220
- responsibility, 2
- Return, 5
- RHCE
  - certification, 2
  - requirements, 2
- ribbon
  - IDE, 10
  - SCSI, 11
- rmail, 211
- ROM, 9
- Routers
  - exim, 214
  - routing, 211
- SCSI
  - CDROM, 11
  - disk drive, 11
  - ribbon, 11
  - termination, 11
- SCSI BIOS
  - LPI, 399
- Serial ports, 10
- server program
  - postgres, 284
- shadowed passwords
  - LPI, 403
- shell
  - prompt, 5
- shell commands
  - LPI, 395
- Shell script, 17
- simple filesystem problems
  - LPI, 396
- Slackware, 18
- slots
  - ISA, 10
- SMTP, 212
- source code
  - GPL, 413
- spam, 219
  - combating, 218
  - definition, 218
  - prevention, 219
  - Realtime Blocking List, 219
  - responsibilities, 220
- Speed font, 18
- spooling, 211
- spooling mailserver, 212
- SQL, 283
  - introduction, 286
- SQL programming language, 283
- SQL requests, 283
- SQL server, 283
- SQL92 standard, 283
- start stop scripts
  - postgres, 284
- static
  - library, 17
- streams
  - LPI, 395
- Structured Query Language, 283
- SUID bit
  - LPI, 403
- suid-rights

- LPI, 401
- SWIG, 17
- TARGA, 18
- Tcl/Tk, 18
- TCP
  - LPI, 401
- TCP wrappers
  - LPI, 403
- telephone assistance
  - LPI, 397
- template database
  - postgres, 285
- termination
  - SCSI, 11
- terms
  - understanding, 2
- TERMS AND CONDITIONS
  - GPL, 412
- test
  - LPI, 401
- Texinfo source, 18
- training
  - course, 1
- Transports
  - exim, 214
- True type file, 18
- tutorial
  - dependency-consistent*, 1
  - documentation, 1
- UDP
  - LPI, 401
- understanding
  - terms, 2
  - words, 2
- untrusted hosts
  - relay, 213
- update binaries
  - LPI, 403
- Usage summaries
  - cp, 20
  - ls, 20
  - passwd, 20
- USB, 10
- user commands
  - postgres, 284
- verification
  - header, 219
- version numbers
  - GPL, 414
- video card
  - LPI, 401
- Video format, 17
- web page, 17
  - LPI, 395
- websites
  - LPI, 397
- Why?
  - exim, 211
- wildcards, 16
  - copy, 395
  - LPI, 395
- Windows 98
  - booting, 224
- WINS client
  - LPI, 402
- words
  - understanding, 2
- worth buying
  - books, 1
- X font server
  - LPI, 401
- X server
  - LPI, 401
- X Window System
  - font, 17